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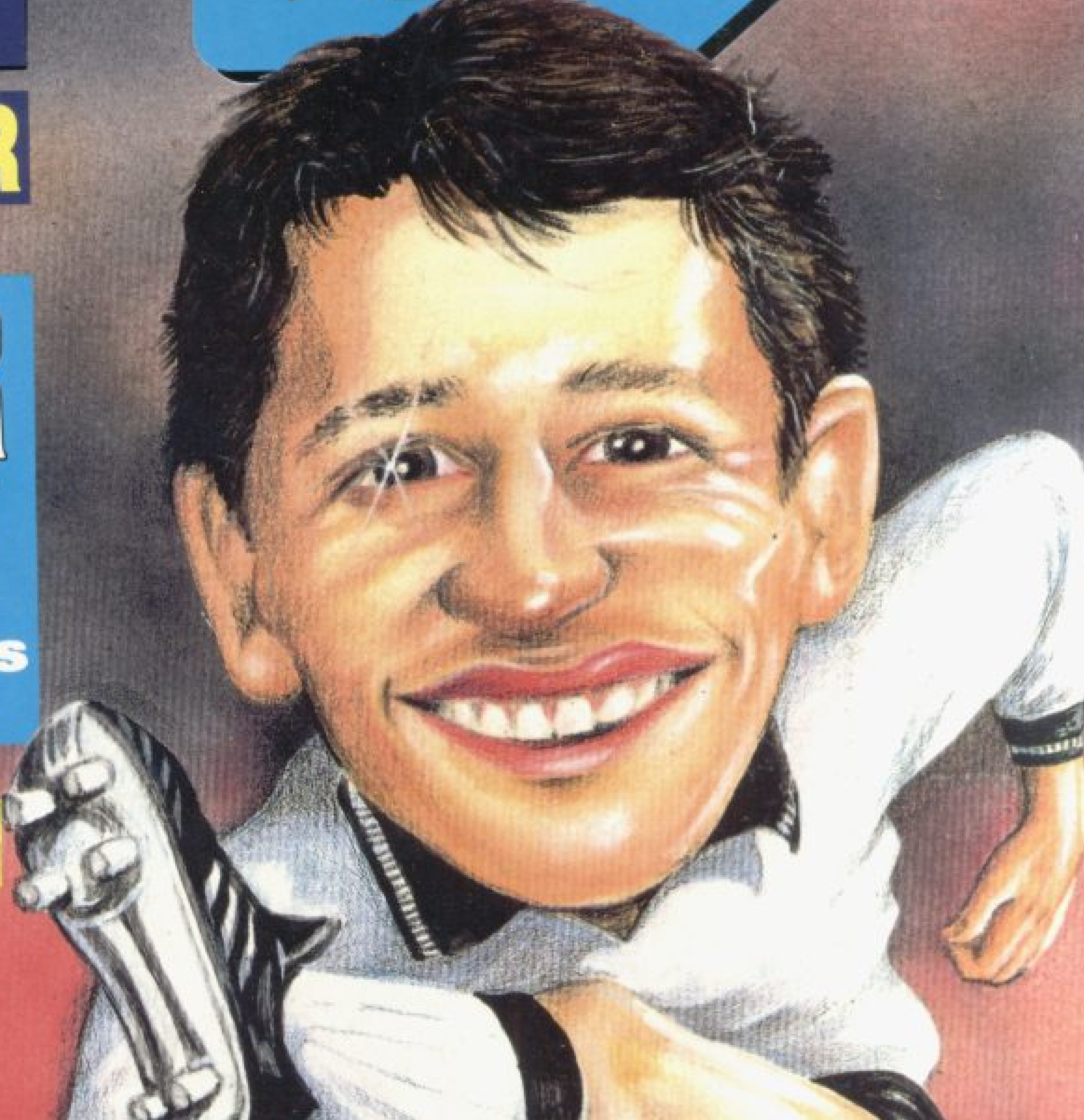
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CRASH

SU

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GARY LINEKER *Collection*

Kixx off the EuroSeason with FOUR Footie Games in one Box!!

Don't let your tape ESCAPE!! Ask your Newsagent if its not right here!

FREE GARY LINEKER ACTION POSTER!!

STEG

Most original game since Lemmings?



Slug it out on p24

BONANZA BROS *Preview*

The Tin Twins Terrorise Spectrum Town

FOOTBALL MANIA

A Footie Re-Release Special!

GREAT 8 'Ere we go, 'ere we go...Even More Great Games, Pokes, Tips and Demo's: Battleships, Magnetic Moons Part 2, Specimen 2 and Pokemania

PLUS Covenant, SU's Exclusive Euro Mega Game, Music Demo 2 and Tips Amazing

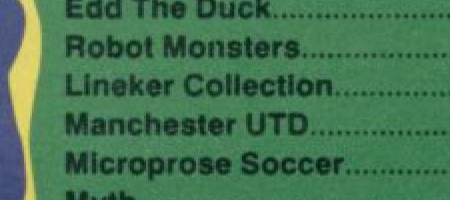
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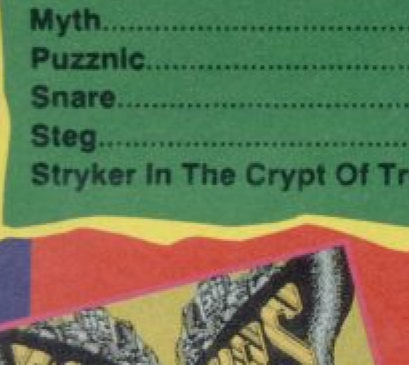
contents





SOFTWARE





THE GREAT EIGHT 4

Here we go again with another storming Great 8. this month there's even more super exclusive games for your delectation. The board game classic **BATTLESHIPS** is this month's fully playable prize game. We've got **MAGNETIC MOON PART 2**, a Euro software game **BREAK NECK**, the classic PSS game **COVENANT** and the fast moving horizontally scrolling **SPECIMEN 2**. There is also another great graphic **MUSIC DEMO** and, of course, **TIPS AMAZING** and **POKEMANIA.** Get going... Now!





UP FRONT 8

News from the Spring European Computer Trade Show. What's happening to whom, when and how!

HACKING SQUAD 12

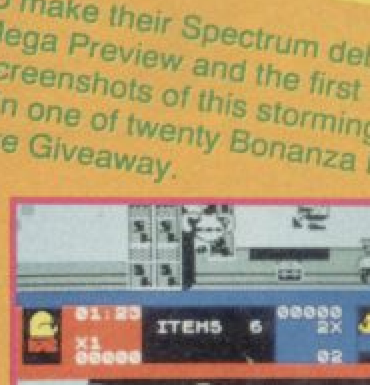
The ravishing Hannah Smith, girlie tipster extraordinaire has some excellent info for June. There is a full map for **Spellbound Dizzy** (yes we got it right this time), solutions for **Tai Chi Tortoise** and **Batman The Caped Crusader** and the usual bevvy of tips, pokes and cheats, designed by our Hannah to make your gamesplaying life that much easier.

BONANZA BROS. Preview 26

The tin twins are about to make their Spectrum debut... SU steals the show with a Mega Preview and the first **EXCLUSIVE** Spectrum screenshots of this storming game from US Gold. **PLUS!!** Win one of twenty Bonanza Bros. T-Shirts in an SU Super Prize Giveaway.



REGULARS



EDITOR: Alan 'Serendipity' Dykes DESIGN: Yvette 'Africa' Nichols; SU CREW: Garth 'Manana' Sumpter, Steve 'Extensions' Keen, Ed 'Radion' Laurence, Pete 'Invoice' Gorrard, Graham 'Roadworks' Mason, Philip 'Cray' Fisch, Toni 'Missing person' Naqvi, Jules 'Faggot' Watsham. AD MANAGER: Tina 'Highgate' Zanelli, PRODUCTION: Matthew 'Levis' Walker; Mr. MARKETING: Mark 'Psychographic segmentation' Swallow; MARKETING PERSONS: Sarah 'Polkadot' Ewing, Sarah 'Dublin' Hillard; PUBLISHER: Mike 'V8 Supercharged' Frey; MANAGING DIRECTOR: Terry 'Just mingling' Pratt, (c)1992 EMAP IMAGES; 071 - 972 6700 (Meep, meep!); FAX 071 - 490 1095 (Whin, click), SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU; Colour by Colourtech; Printed by Kingfisher; Typeset by Altyp inc. Absolutely no part of this publication may be reprocuced, stored in an electronic retrieval system or used to kill wasps and bumble bees this summer without the express permission of the publisher. Speaking of wasps and bees, have you seen the size of the blighters this year? Frightening! Special thanks to Wendy Spridgeon for putting up with Theo, I know the pleasure was all yours, and hello to Rob and Goodbye to George, erstwhile giant of the SU Towers post room, your witty repartee will be sorely missed.

THE GREAT

Just to solve all the confusion over SU's prize game passwords here is a full list of all the passwords for the last year.

PASSWORDS

JUNE 1991...............CEASEFIRE
PASSWORD.............PETAL

JULY 1991...............TWINZ
PASSWORD.............DUMPS

AUGUST 1991..........HYDROFOOL
PASSWORD.............DEVIL

SEPTEMBER 1991.....NO PASSWORD

OCTOBER 1991.......NO PASSWORD

NOVEMBER 1991.....HEARTLAND
PASSWORD..............PLANE

DECEMBER 1991.......LIGHTFORCE
PASSWORD ....MISER

JANUARY 1992........SHOCKWAY RIDER PASSWORD ....SANTA

FEBRUARY 1992.......SWEEVOS WORLD PASSWORD.............BAGEL

MARCH 1992.......LORDS OF MID-NIGHT
PASSWORD........GOTHIK

APRIL 1992.............NO PASSWORD

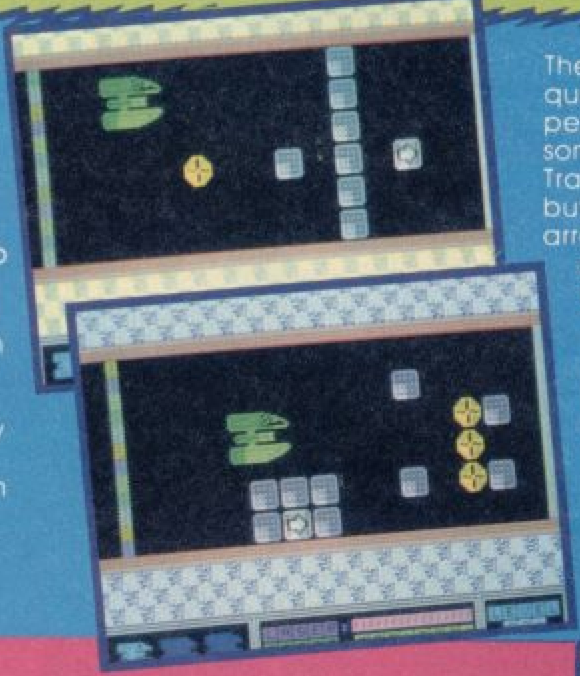
MAY 1992 ...............ROLLERCOASTER
PASSWORD..........WINDOW

BREAK NECK

Load in 48K Mode

It's shoot 'em up time. Jump into your futuristic, gravitationally controlled space ship and blast your way to freedom. This may sound simple, but, ha, no way.

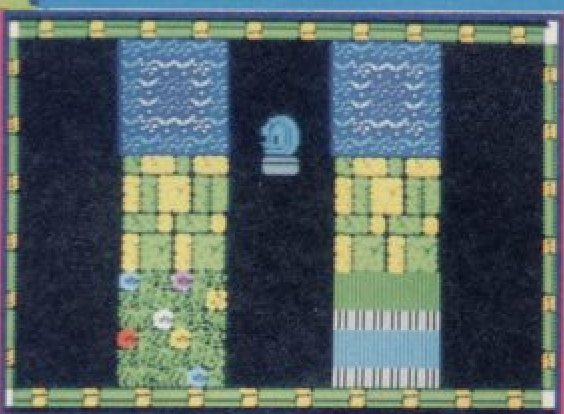
There's a massive barrier of energy lurking behind your ship, approaching from the left hand side of the screen, if it touches you, your rear end is history. The only way to escape is to blast away the obstructing blocks and collect the arrow icon which acts as a key, to open the door at the end of each screen. Extra bonuses and pick-ups are to be found along the way, thrown in for good measure.

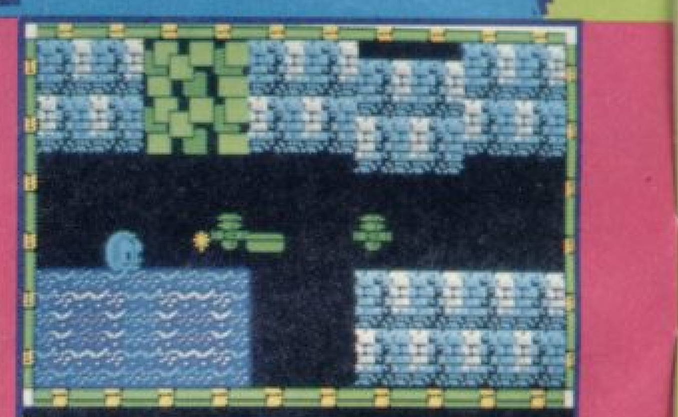


The best way to exit from a screen is to quickly move right as soon as it appears. This results in immediate death sometimes, but works on some levels. Travel right, blasting away the blocks but make sure you don't shoot the arrow icon or you'll never be able to open the door, ensuring death as soon as the barrier catches up with you. This is a very fast paced game, so if you have a fatal pulse condition or you're weak willed this is best avoided. A perfect game to get the adrenalin pumping!

CONTROLS

RIGHT - P
LEFT - O
UP - Q
DOWN - A
FIRE - SPACE









SPECIMEN II

Load In 48K Mode

You're a blob on the job. This little guy is easily maneuvered around the levels by using a combination of left and right movements while using a magic lift thingy to levitate you above the aliens and up the through the many tunnels.

You're actually here to collect eight apples! Your master Liggs Kragvarda has transported you with this task in mind and the only way to get off the planetis to collect the apples and return to where you started, to be beamed back to civilisation again.

Hundreds of aliens are hovering around every corner, waiting to mash you up. Simply blast them away (if you're quick enough) and carry on trying to find those darn apples. Be warned though, your energy is reduced when you touch an alien and when you fire a laser - so don't get too trigger happy! Don't worry too much though, there are a few energy replenishers lying around so if you're careful you'll be able to survive. So, if you're the hip 'n' happenin' dude you ought to be you'll be able to collect those crisp red apples in no time. What a game!

CONTROLS

UP - A
LEFT - O
RIGHT - P
FIRE - Z

TAPE RETURN ADDRESS

DO NOT RETURN ANY FAULTY GREAT 8 CASSETTES TO SU TOWERS 'COS WE DON'T KNOW WHAT TO DO WITH THEM. THE WELL KNOWN EXPERT IN THE FIELD IS EVERYONE'S FAVE TAPE MAN - UNCLE HAROLD, THE JOHN WAYNE OF COMPUTER CASSETTES.

IF YOUR TAPE IS FAULTY RETURN IT, WITH A NOTE ENCLOSED STATING WHAT YOUR FAVOURITE JOHN WAYNE FILM IS, TO: UNCLE HAROLD'S POORLY TAPE CLINIC, SPOOL, UNIT 30, DEESIDE INDUSTRIAL PARK, CLWYD, CH5 2NU.

HE WILL CHECK YOUR TAPE AND RETURN IT OR A REPLACEMENT A.S.A.P. UNFORTUNATELY SU OR SPOOL CANNOT BE HELD RESPONSIBLE FOR TAPES WHICH FULLY PASS OUR TESTING PROCEDURES BUT FAIL TO LOAD ON INDIVIDUAL MACHINES.

BATTLESHIPS

THE SU MEGA PRIZE GAME

This month's prize game is Battleships. If anybody has any doubts as to what this game is all about then never darken the pages of this magazine again. Try emigrating to New Zealand and rearing sheep for the rest of your long, sad life. Anyone who's seen Bill and Ted's Bogus Journey must know that they first beat the Grim Reaper by winning at Battleships. Now it's your chance to compete, against your computer or a friend. This has to be one of the most popular games we've ever had as a cover mount.

Battleships is this month's prize game which means that you'll have to figure out SU's Prize Game Password Clue and answer the correct password when the prompt comes up on screen. If you enter the wrong password the program will deny you access to the game. As usual you can either wrack your brains for the answer, wait until next month when we'll print the answer or, if you can't stand the suspense, phone our password phoneline, listed below where you will get assistance with the clue and, if you want it straight away, the answer.

Load in 48K Mode









The basic idea behind Battleships is to blow up all your opponents's ships before he blows up yours by firing missiles. To start off with you have to find a friend (or play against the computer), then you each plot your ships in a small piece of ocean, trying to put them in the most cunning positions possible. Once you've both put your ships in hopefully not too obvious places, you can begin!

The screen consists of 361 squares and the first batch of missiles that you launch will cover 24 squares. Simply move the cursor around the screen pressing 'M' where ever you want to hit. Once you've plotted them in your own 'perfect way', it's your opponent's turn. Then, once he's finished it's show time! You'll get an animation sequence of the missiles firing madly and if you successfully hit anything you'll see them being blown into smithereens - what a laugh!

The best way to plot your missiles is by trying to cover the whole area, dotting them around the top, middle and bottom of the screen, well spread out. The amount of missiles you can launch decreases with each salvo. The hardest bit is when you've only got one more ship to find and you can't think where the hell it is. If you're lucky you'll find it, but it usually takes ages.

CONTROLS:

UP - Z
DOWN - W
LEFT - 0
RIGHT - 9
AIM ON A SQUARE - M

THIS MONTH'S CRYPTIC PASSWORD CLUE IS: "GO SWIMMING WITH A ROYAL, MAYBE ON LAND".

If you simply can't figure out the password then try phoning our Prize Game Hotline on the following number.

0839 500 819

Calls are charged at 36p per minute cheap rate and 48p per minute at any other time. Calls should last for between one and two minutes. Always remember to ask permission if you don't pay the phone bills.

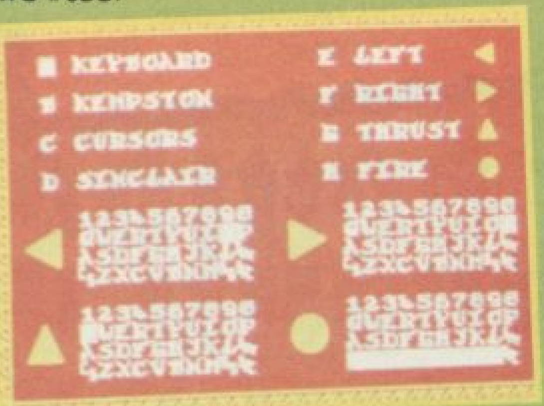
THE GREAT 8

COVENANT

Load in 48K Mode

A classic PSS game, covenant has been around for quite a while now and is starting to show it's age. However it's still action all the way as you save humankind from certain extinction.

You're the last member of your race alive, the whole universe relies on you and your bubble ship. Can you do it? Are you man (or women) enough? Can you dish out the dollop that's needed? We'll see!



Start off in a cave, somewhere on the other side of the solar system. There are tons of nasty creatures roaming around with only thing on their minds; killing you (not nice!). Bounce around the screens avoiding the aliens and collecting keys. Only one of the keys allows you to open the door at the end of this underground city, just find it and you'll be free to start the human race again (you'll have to find a women as well though!).

You may exit from the ship and roam around at your leisure as this is the only way you can collect energy replenishers, keys and weapons but unfortunately you're more vulnerable, slower and awkward in this state, so be careful. Covenant is a very tough game, you'll need to have expert guidance skills if you're going to get anywhere - if you find it too hard you're either a complete shambles or you need a little bit of practice! If this sounds like the sort of task that you can take on, go for it! If not, go and change your nappy!

of practice! If this sounds like the sort of task that you can take on, go for it! If not, go and change your nappy!



CONTROLS

RIGHT - P
LEFT - O
BOOSTER - Q
PICK UP OBJECT (OUT OF SHIP) - BOTTOM ROW OF KEYS
SPACE - STATUS SCREEN



POKEMANIA

Load in pokes from Graham Mason. When Graham presses the buttons on his Speccy he takes it as seriously as John Major takes the buttons for Britain's nuclear deterrent. Just chose the the game you want to poke from the menu, load the poke and then your game. It's as simple as that and your games will be simple after SU's POKEmania has sorted them out.

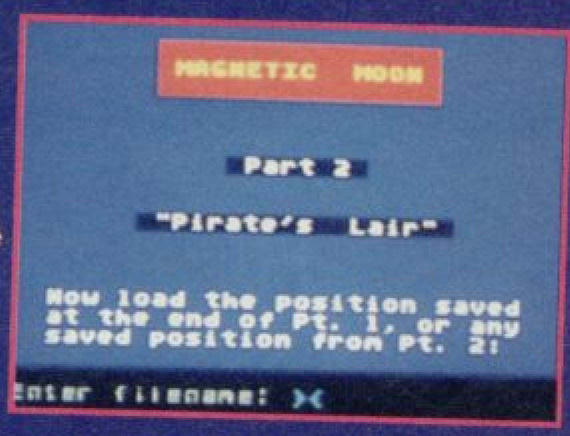
MAGNETIC MOON PART II

Load In 48K Mode

The amazing space adventure continues as you try to solve the problems of your spacecraft been which has stranded beside a moon thanks to a magnetic force field. As the second part of the adventure you'llhave to have completed some or all of the first instaliment as you need a password from Magnetic Moon I to get into this game. When the game loads refer to your code and enter it in the space provided.

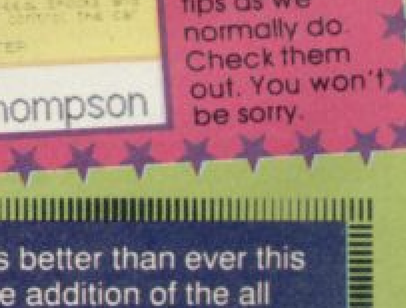
If you are having problems getting anywhere in this text adventure or want to find out about similar games, then send a stamped self addressed envelope to F.S.F. Adventures 40, Harvey Gardens, Charlton, London, SE7 8AJ.

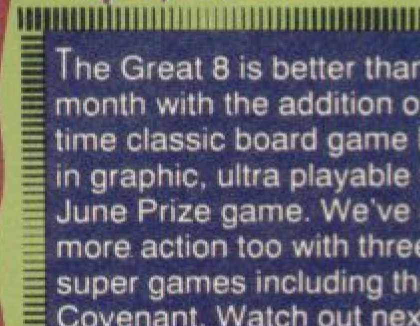
SU will be publishing a tips guide next month along with the third part of the adventure so don't give up if you can't get far.



TIPS AMAZING Leigh 'Big Tips'

Thompson has been on holidays this month so we don't have as many tips as we normally do. Check them out. You won't be sorry.







MEGA MUSIC DEMO 2

Another nine trips through graphics and sound heaven with demo'd sounds from Theo Develegas. Load 'em up and press the buttons, then see if you can do it.

CONTROLS

Buttons 0 - 9 give you nine different music tracks.

The Great 8 is better than ever this month with the addition of the all time classic board game Battleships, in graphic, ultra playable form as the June Prize game. We've got lots more action too with three other super games including the classic Covenant. Watch out next month for the ultimate cover game; LONE WOLF. An SU exclusive.

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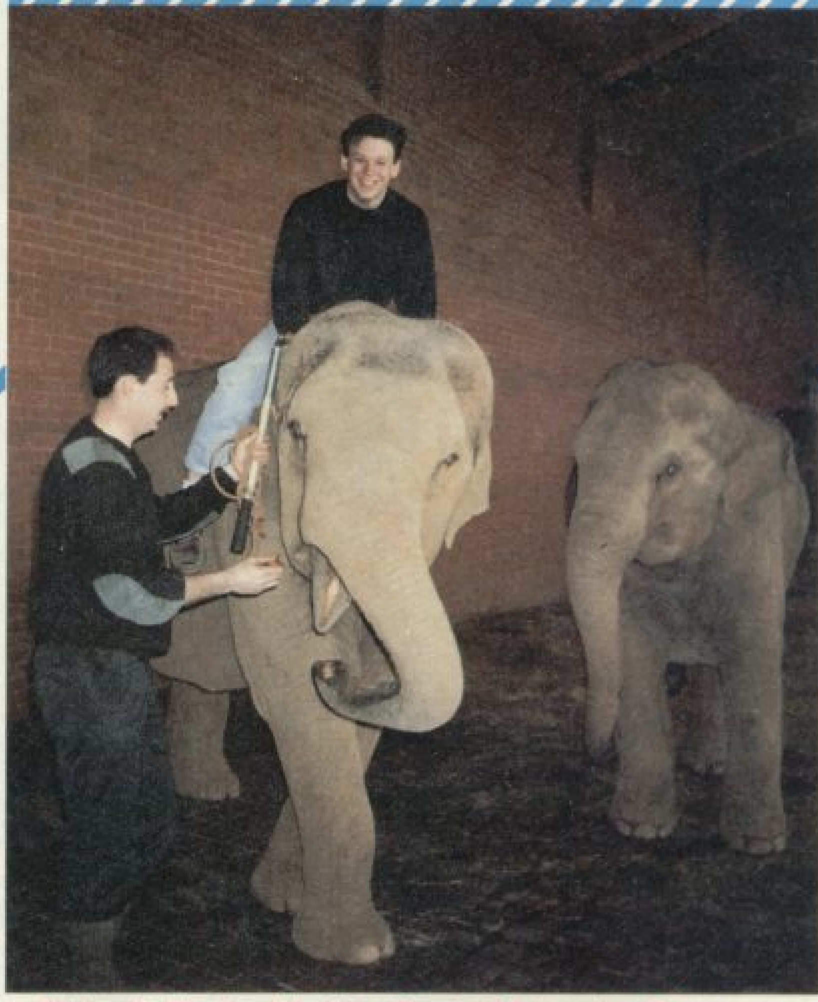
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SU/6/92

RICHIE'S ELEPHANT CAPERS



Richard's Elephant Antics... Game of the century? We'll see. Watch out for the Elephant poo Rich!

This man is never out of the news! Yes, it's Codemaster's Richard Eddy again, this time auditioning for an all new game based around his recent visit to Twycross Zoo. Richard, once famous as the most outrageous Crash editor of all time (though this is disputed in some quarters) now misses the limelight that his previous job offered. Although in a high profile position as Codie's chief PR man, Rich feels that his fans just don't see enough of him these days, thus he's persuaded the powers that be at Codemasters to produce a Richard Eddy computer game called 'Richard's Elephant Capers Up North'. In it Richard has to rescue five thousand Steg models from a new chain of slug and chip shops in the north of England, before all the little kiddies get ill from plastic slug exposure.

The game promises to have Rich plodding around a horizontally scrolling landscape on an Elephant, picking up power ups in the form of bottles of beer and bales of hay while shooting mad, mutant zookeepers with a super water pistol in order to rescue the slugs.

A Code masters source was quoted as saying "this is utter rubbish". "We are in fact producing a completely new C.J. Elephant game and Richard will definitely not be in it". Although this is bad news for Richard fans it must be good news for C.J. fans. The new game, 'C.J. In Space' isn't due out until later in the year, but we'll keep you filled in with the news as it arrives here on the SU news desk.

A DEVEL IN DISGUISE

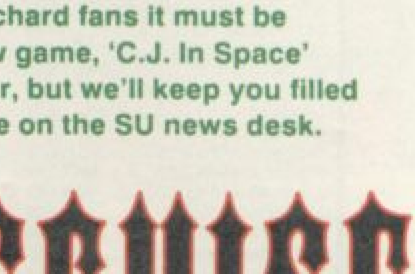


Graham Mason trying to persuade us he's doing some work. You should see him in his Specman Gear!

SU has had a visit from our European correspondent this month. Theo Develegas, well known Greek philanthropist, games programmer and journalist was in town for the ECTS (European Computer Trade Show) and mahn did he have an excellent time. Theo has in the past supplied SU with many games for the Great 8 as well as some excellent music demos and utilities and has promised to dig up some really classy Euro software for us in the future. Watch out for a special SU feature on said Euro produce too, Theo is just itching to show us what our continental Spectrum buddies are up to so we're going to give them some space very soon.

Theo is pictured here with... none other than Specman, Graham Mason. Yes, this is the man who provides the answers to all your Speccy problems (and fixes SU's Spectrums when they get thrown out of the window after the fifteenth bad game in a row). Theo, Specman and Big Al' went missing in action in London recently, reportedly attempting to find Garth without realising that now he's a Saint he can disappear at will. (And does).

Theo Develegas, Greek games wizard.





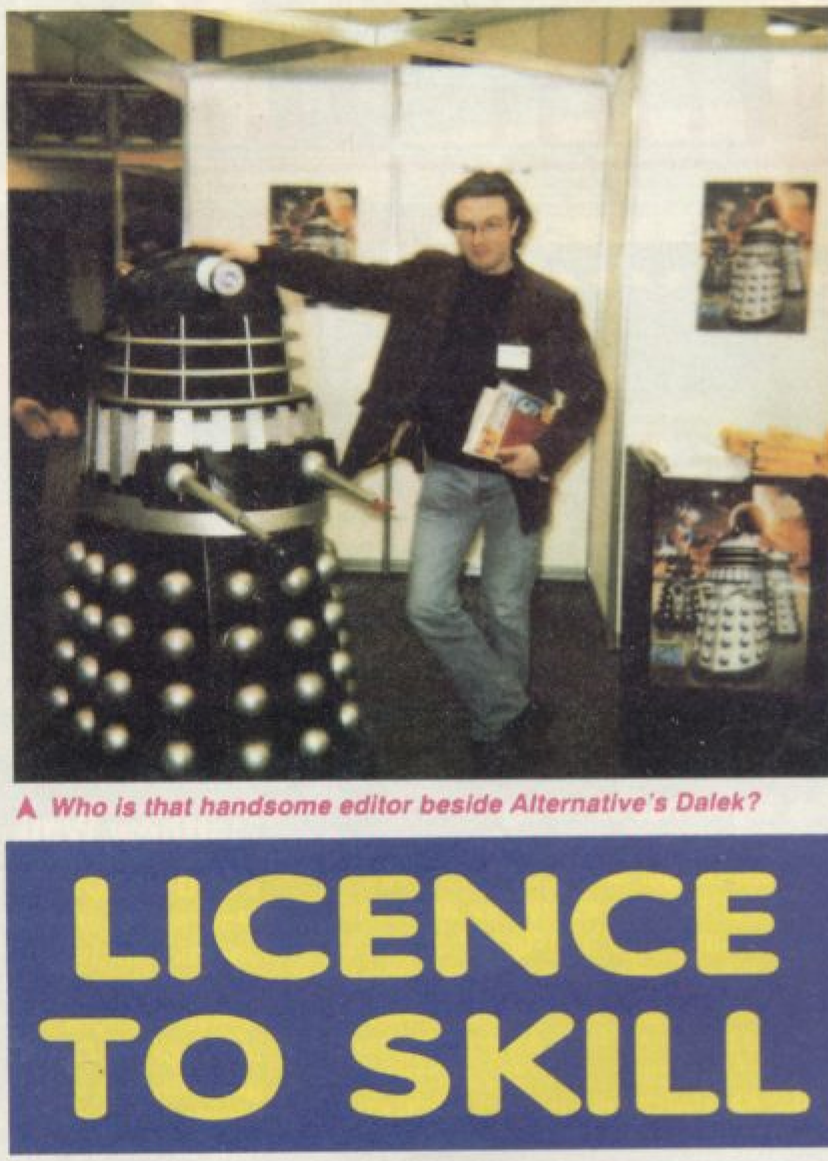
A Greek games wizard's feet.

SHOW BUSINESS

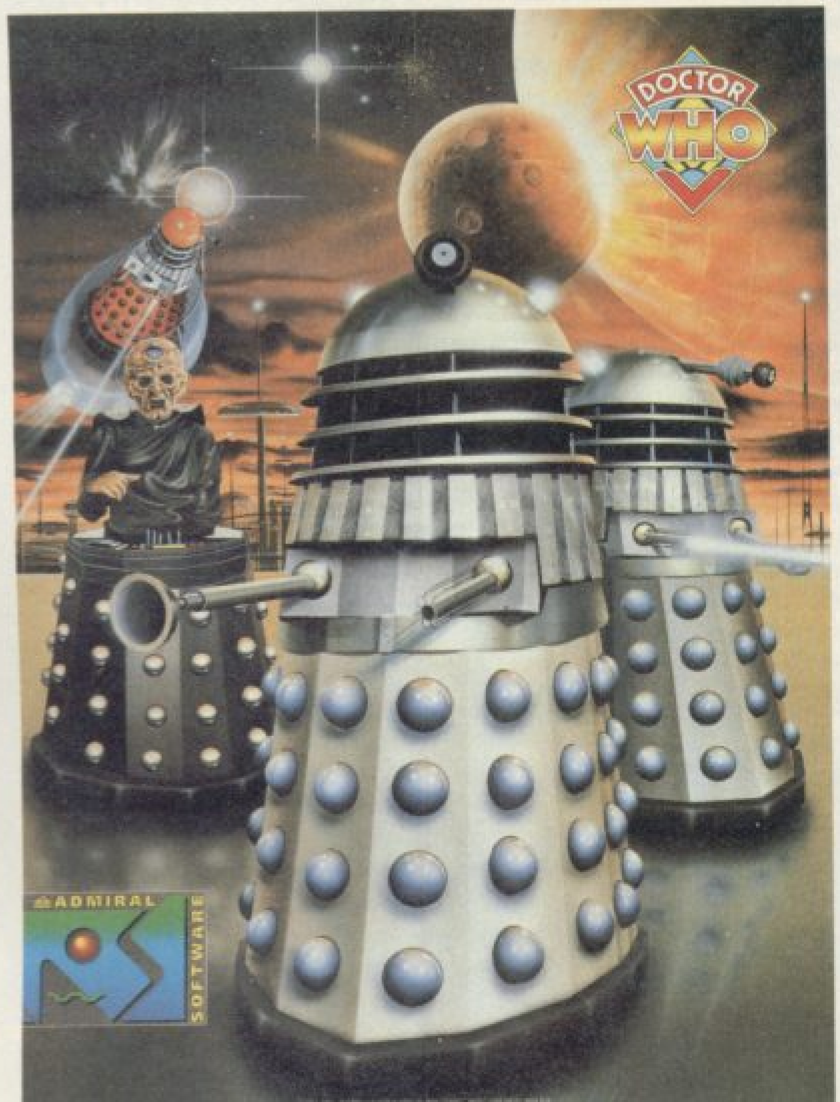
The spring ECTS (European Computer Trade Show) was a bit of a stunner this year, if not totally good news for Spectrum software. All your fave s/w companies were there as well as your fave people and a lot of games were bandied about within the walls of the Business Design Centre in Islington, London. The bad news is that the biggies are definitely pulling out of Spectrum full price software as we indicated last month. The good news is that other companies, once viewed as being in the shadow of Ocean, Domark and US Gold are becoming the biggies. These include Alternative, Codemasters, Hi Tec and Zeppelin but many others are on the rise.

EQUAL TERMS

Darren Jobling of Zeppelin says "now that the big boys are neglecting the Spectrum we have an opportunity to bring out plenty of quality software and compete on more equal terms for a share of the market." If this is taken as a general guideline for what's going to happen over the next year or so it has to be positive. On a more ominous note you can tell your big, boasting Amiga owning friends to watch their rear ends too as there were rumours going around that next year could see a massive scale down in the amount of Amiga and ST Software being produced by the big software houses in favour of PCs and consoles. Disturbing news! Will these machines reach their tenth birthdays (1995 -1996) seeing as much full price software being produced for them as the Spectrum has seen?



▲ *Who is that handsome editor beside Alternative's Dalek?*



LICENCE TO SKILL

Although the summer is generally a quiet time for software releases there are plenty of products planned for autumn and Christmas including many popular characters, licences and a whole new series of budget and mid price games. Code Masters have a busy launch schedule with yet more from the popular Dizzy, CJ Elephant and, possibly, Seymour and Steg. Zeppelin have a full schedule of compilation packs as well as individual budget games, including a 'Combat Hit Pack', motor 'Race Pack' and 'Sports Challenge Pack'. Hi Tec are looking to continue their mid price cartoon character list of licences and Alternative have a very ambitious list of licences coming out for the Christmas period on a new 'Admiral Software' label including the all time fave, DOCTOR WHO and HULK HOGAN in Suburban Commando.

THE EASTER EGG AFFAIR



One of the more unusual events at the show was the EGG WAR which broke out between Zeppelin and Code Masters. Zeppelin's Brian Jobling claimed "they (Codies) came up here on the first morning of the show and took a handful of our chocolate mini eggs, next thing we knew they had loads of them on their stand." "And you can quote me on that," he told our jaded hack. Code Masters denied all knowledge of this accusation of eggsdustrial espionage... after all they did build their repu tation on an egg. Meanwhile SU's Tina Zanelli made it her business to try out everyone's mini eggs for all three days of the show, "and I only came out two stone heavier," she told Big Al' who has put her on a vigourous excercise routine.

WHAT NEXT?

Ocean don't have anything new coming out except for some darn fine Hit Squad releases and US Gold promise that Bonanza Bros. Indy 4 and Mega Twins will be out over the next few months, despite delays. USG also have a multi sports game due out in early summer with thirty (count'em) or so Olympic style sporting activities in- cluded. Whatever happens though, keep an eye on SU/Crash - We'll have it first.

SU CREW

It's summer time and the SU Crew are all planning their hols. Last year under the iron fist of pocket sized dictator Sumpter they all got on a bus and went to a quarry in cornwall for two weeks sweaty hard labour. 1992 looks much more cheerful 'cos big Al' has told everyone to go away for the whole summer courtesy of the mag. But where will they go?



Alan Dykes
Editor

"I'm off to South America to save the rainforests." Yes, Big Al' has some big ideas about his holidays. The fact that he eats ten Burger Mac 'best South Amer ican beef' burgers every day and runs a tropical hardwood furniture shop in his spare time doesn't disturb him in the least. "I'm willing to give up my entire livelyhood to save the world from an environmental disaster," he said yesterday over an all igator sandwich with golden eagle egg mayonnaise on top.

Yvette Nichols
Art Editor

Yvette wants a holiday in a Star Trek 'The Next Generation' Holodeck, "one of those big rooms on the new Enterprise where you can set up your own holo- gram holiday scenario and start or stop it as you wish." In fact Yvette wants to get her hands on all the yummy men that one of these machines can create, then just as they're about to fall in love with her she can make them disappear. Don't you know that's cruel Yvette? "Do I look as if I care!"



Matthew Walker
Production Editor

Matthew wants to go to Jamaica for his Summer holidays. "I love the flora and fauna of the Carribbean islands and reg- gae music is simply the best." The only problem is that, because Matthew is so new on the SU Crew Big Al' is going to make him stay behind and look after the magazine and his hardwood furniture shop while everyone else is on holidays. However Matthew reckons that if he can move the whole magazine to Jamaica he can publish it from there. Best of luck Matt.





Steve Keen
Features Editor

Steve has few pleasures in life, which is just as well 'cos they're all very expens- ive and a little risky to say the least. His latest and greatest holiday idea to date is being locked up for a month with a bevvy of lovely ladies, a truck load 'o heavy metal muzik and a large, inflatable ba- nana in the fantasy castle at EuroDisney. He hasn't got around to explaining why he wants to include the last item yet but we're all waiting patiently, if a little wor- riedly by for the answer.

Tina Zanelli
Ad Manager

Tina doesn't ask for much either. Her fan- tasy holiday is a trip to the moon. She says she wants to experience zero grav- ity, have her face pressed to the window of a space craft and watch the earth move below. She has applied for several space programmes but unfortunately the only one she was acceped for was in the Soviet Union which was subsequently axed because of the revolution. Or so she says.

HACKING SQUAD

Yes there's another packed section of tips this month. Hope someone out there finds something useful among this bunch to help them merrily on their gaming way. But if not, well, tough luck maties. Ha ha! For some reason I'm not in a very good mood. Too much work and not enough play (or could that be the other way around). What I really need is a holiday away from all this madness (hint, hint, Big Al). Two weeks soaking up the sun on a foriegn shore would be nice, with a couple of bronzed, handsome Spanish waiters catering for my every whim. Ah well, dream on. Already the post for next month's tips section is piling up in the corridor outside my office. I can't put it off too much longer or I won't be able to get the door open. Anyway, just to show what what a super girlie tipster I am, (because I know you think I'm making this up), I'm including absolutely tons of Hack info this month, and if Big Al' isn't happy after this lot he can stick his head down the toilet and flush it!

SOLUTION CITY

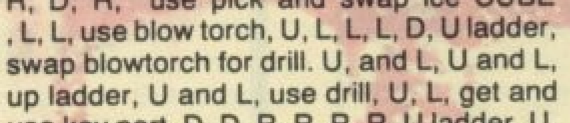
TAI CHI TORTOISE

As you'll see later on, we've got Al (Lemonjuice) Jones's POKEs for this fab game. But first, here's the complete solution from Matthew Harris, who is honest and noble enough to share the glory and admit that grandad helped him. Right, from the start, R, U, L, R, R, get Big Jumps, right, get shoes, L, D, L, L, D, R, R, U, ladder, get magenta key card, down ladder, L, U, ladder, swap shoes for rope, down ladder, L, U, and L, U, R, R, U, L, up ladder, U, through blocks, back, R, R, up ladder, push switch, L, L, use big jump for spikes.

Get conductor, R, R, D, ladder, L, fall down, R, R, R, U, right hand side, R, R, UP AND L, U, and L, L fall down, use magenta card, U, ladder, R, use rope and get green key card. R, R, R, swap magenta care for handle, L, L, L, L, L, L, swap conductor for red key card, R, R, D, ladder, U, R, R, D, L, L, L, L, down ladder, use red card, R, D, L, L, D, R, R,m up ladder, swap red card for shoes, down ladder,R, R, , back left, under pipe, use handle, down hole, R, R, R, swap handle for big jump, L, L, L, L, use green card, U, L, U, ladder, R, get spade, R, R, U, right hand side, R, R, R, swap shoes for alkaline, L, U, a and L, up and l, l, fall down, up ladder left, use spade and swap for battery. L, L, use stod, get blowtorch, R, D, ladder, R, R, use big jump for spikes, R, use battery.

Get blue key card, left, get big jump and use it fort pikes, L, L, U, ladder, L, get alkaline, R, D, ladder, L, L, L, D, ladder, L, D, D, R, and down ladder. Use blue card, U, and L, D, ladder, R, U, ladder, R, R, R, U, right hand side, R, R, R, and get shoes, L, L, D, L, L, L, L, D, ladder, L, D, D, R, R, R, R, , back left under pipe and down hole. R, R, R, D, R, use pick and swap ice CUBE , L, L, use blow torch, U, L, L, L, D, U ladder, swap blowtorch for drill. U, and L, U and L, up ladder, U and L, use drill, U, L, get and use key part, D, D, R, R, R, R, U ladder, U, R, R, R, use ice cube. Get and use key part, L, L, L, D, ladder, get big jump, D, ladder, R, R, use big jump for spikes. R, U ladder, use drill, get mouse, R and swap drill for big jump, down ladder, L, use big jump for spokes, L, L, L, under pipe, D hole, R, R, R, R, use push switch, L, L, L, L, L.

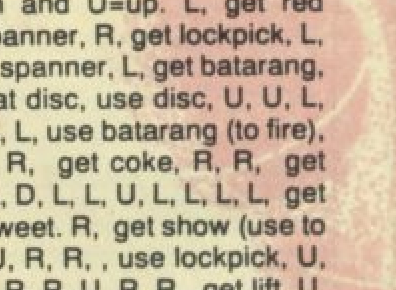
Get key part from extended platform and use it, U, L, L, ladder,R, R, R, under pipe again and down hole again. R, R, D, U, L, L, L, D, U ladder, L, D, ladder, L, get big jump, R, R, use big jump fort spikes, R, and walk though open door.



The door will only be open if you have collected all four key parts. Now walk into the controls and, as if by magic, a dire message and terrible tune!

BATMAN THE CAPED CRUSADER

The Poke (alias Gareth Edwards) and Sqad (shurely this should have a "u" in it?, alias Dave can't quite read the surname, but it looks like Fudge) from Wolverhampton in the Midlands, have sent in the complete solution for Batman the Caped Crusader. And here it is... As usual, L=left, R=right, D=down and U=up. L, get red nose, L, D, get spanner, R, get lockpick, L, fix computer with spanner, L, get batarang, R, R, U, L, get bat disc, use disc, U, U, L, L, get door key, L, L, use batarang (to fire), L, L, L, U, R, R, R, get coke, R, R, get torch, L, L, L, L, L, D, L, L, U, L, L, L, L, get rope, D, R, get sweet. R, get show (use to go faster), L, L, U, R, R, , use lockpick, U, U, R, U, R, D, R, R, R, U, R, R, get lift, U, R, R, D, L, D, L, get dart, R, R, R, R, get games disc, U, L, U, L, get egg, use rope, climb up rope, use dart, get pass, get magnet, D, R, D, R, D, L, L, L, U, R, U, L, L, D, use lift key, DROP LIFT KEY, pick L, D, D, L, L, D, L, L, L, L, L, L, L, use pass, U, use torch, L, L, get tape, R, R, U, R, U, L, L, D, L, U, U, insert tape, L, U, D, R D, get knife, R, R, use key, U, R, U, get banana, L, D, R, D, L, U, get trumpet, insert disc and you've done it!





INDEX

HANNAH'S POKEs

Jonathan Stinson of Armagh in Northern Ireland has been saving his Multiface POKEs for a rainy day at the SU office. Here is just a small selection.

ARCADIA
POKE 257760,0 Infinite lives

ARMY MOVES
POKE 27351 Infinite lives

GRYZOR POKE
35477,255 Infinite lives

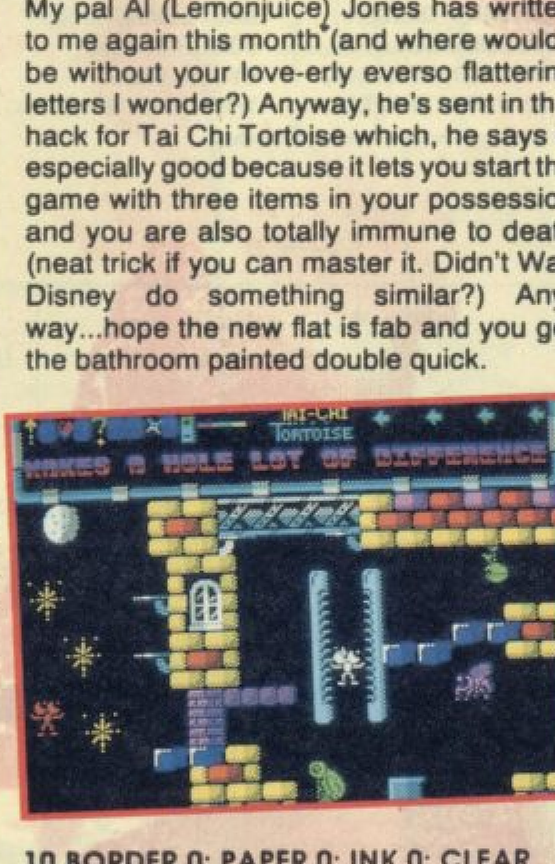
JOE BLADE 2
POKE 58108,20 AND POKE 581109,225 Infinite lives

THE LAST NINJA 2
POKE 36578,198 Infinite lives

METRO CROSS
POKE 44490,12 Infinite lives

TAI CHI TORTOISE

My pal Al (Lemonjuice) Jones has written to me again this month (and where would I be without your love-erly everso flattering letters I wonder?) Anyway, he's sent in this hack for Tai Chi Tortoise which, he says is especially good because it lets you start the game with three items in your possession and you are also totally immune to death (neat trick if you can master it. Didn't Walt Disney do something similar?) Anyway...hope the new flat is fab and you get the bathroom painted double quick.




```
10 BORDER 0: PAPER 0: INK 0: CLEAR
24959
15 LET lemonjuice = 24960 20 LOAD ""
CODE
30 POKE 24990,205: POKE 24991,0:
POKE 24992,91
40 FOR a= 23296 TO 23322
50 READ j: POKE a,j: NEXT a
60 RANDOMIZE USR lemonjuice
70 DATA 175,50, 40, 254: rem im-
munity
80 DATA 62, N, 50, 40, 254: REM ITEM 1
90 DATA 62, n, 50, 126, 207: REM ITEM
2 95 DATA 62, n, 50, 131, 207: REM
ITEM 3
100 DATA 195, 137, 98
```

Change the **N** in lines **80, 90, 95** to item number which you want to start the game with. The items are as follows:

0=: card - 1: card 2: card - 3: fire extinguisher - 5: battery - 6: heart - 7: handle - 8: boot - 9: component - 10: bottle - 11: pick axe - 12: hammer - 13: space - 14: arrow - 15: fire power - 16: circle - 17: key part: 18: key part - 19: key part - 20: coil - 21: bucket - 22: rope - 23: rate - 24: ice - 25: clock - 26: stool - 27: drill.

PLATOON

Marc Hayes from Poole in Dorset sent in a small bundle of multiface POKEs. And, Marc, saying you're name is J.R Hartley is only fractionally less stupid than admitting your nickname is Bug.

31138,0 infinite grenades
31268,0 infinite hits
312 70,0 infinite morale

FINDERS KEEPERS
34252,0 infinite lives

BOMB JACK 2
25379,0 infinite lives

CROSSWIZE
51617,0 immunity
33939,12 infinite lives

TONS OF TIPS

MYTHO

Thomas Early from South Croydon in Surrey has a hot tip (geddit) for Mytho. On level three, when you come to the dragon, go towards it until you are on the very edge of its fire. You shouldn't lose any energy and your knives should still be able to reach the dragon and kill it. If you do start to lose energy, take a step backwards to take you out of the line of fire, go and stomp around killing a few monsters on the previous screen and then return to the dragon and have another go at killing it. Which seems a mite sad really. Obviously in the past, most people thought like you did Thomas and that's why there are no dragons around nowadays to tell the tale. Sob.

HACKING SQUAD

HACKING SQUAD

SPELLBOUND DIZZY

I know we've featured the Dizzy games a lot recently, but they still seem to be a) extremely popular and b) foxing large numbers of people. This month, instead of solutions or POKEs to get you through the game, here's the complete map of Spellbound Dizzy, thanks to Richard Russell, his fiancee Eleanor and their friend John, from Bridgend, Mid Glamorgan in Wales (which is where my grandaddy was born. Born in Wales, that is, not Bridgend, although I think I once had a friend who lived in Bridgend. Ho hum). Anyway, although all three helped together to complete the adventure, John was the one who did the mapping and typed the letter. Currently he is between jobs, but has an RSA III in typing (which is more than I have) so if anyone wants a secretary, he's your man. I can vouch that it was beautifully typed. Oh, and by the way John, your secret's safe with me. Wink, wink, nudge, nudge.

OBJECT KEY

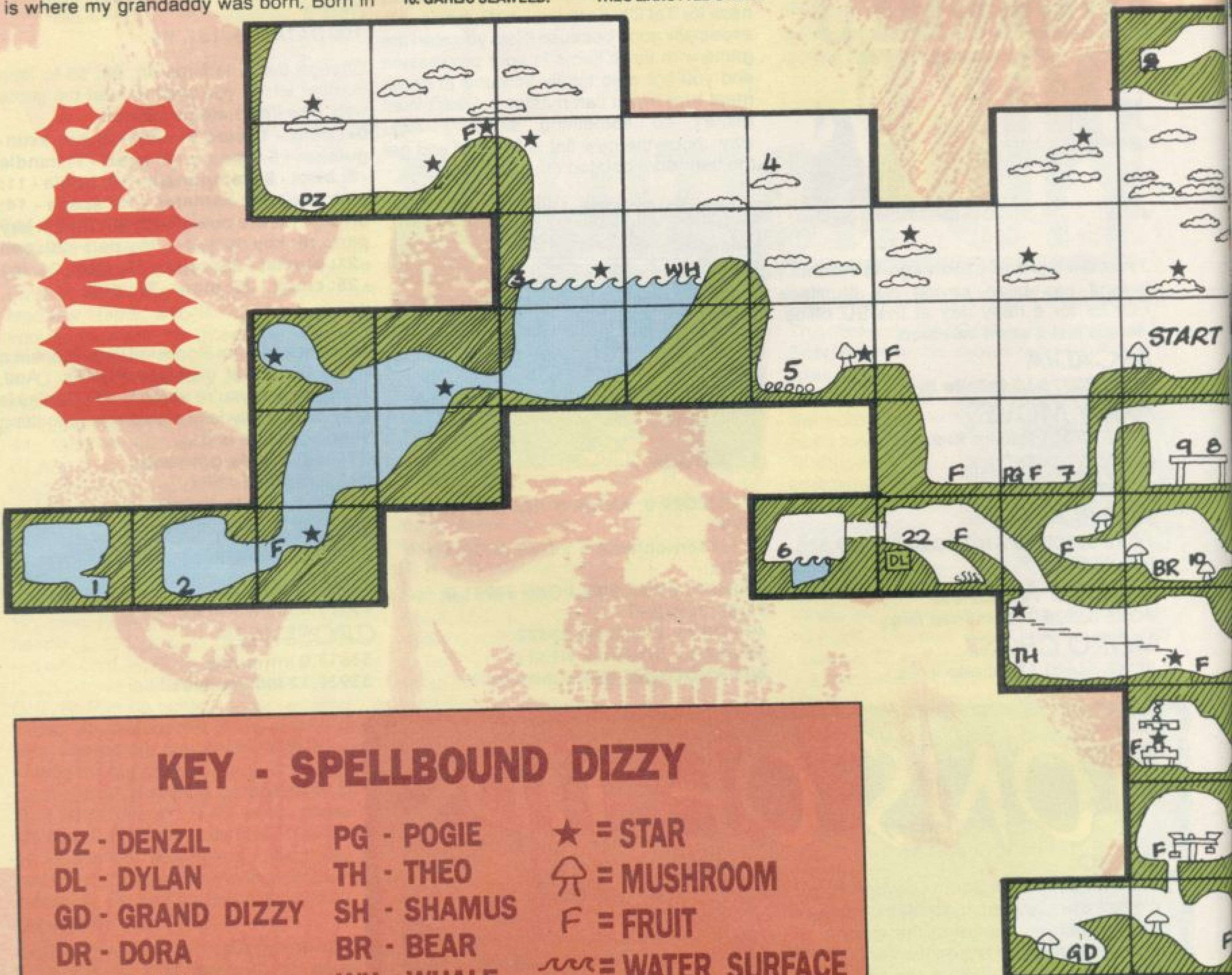
1. SELLOTAPE.
2. SOGGY LOG.
3. BRAKE SHOE.
4. FLIPPERS.
5. HEAVY ROCKS.
6. THIN STICKS.
7. TRAMPETTE.
8. PEPPER POT.
9. PILE OF BONES.
10. GLASS JAR.
11. CERAMIC LID.
12. DRILL BIT.
13. SHARP DAGGER.
14. UMBRELLA.
15. GOLD SMAMROCK.
16. GARLIC SEAWEED.
17. MEGAPHONE.
18. FISHING NET.
19. BAG.
20. AQUALUNG.
21. PRETTY CLOTH.
22. IRON HAMMER.

ALSO

DENZIL GIVES YOU THE ZX81.
GRAND DIZZY _EAR TRUMPET
DORA _GLASS SLIPPER
POGIE _FLUFFLE COLLAR
SHAMUS _WIERD TALISMAN
DAISY _DIAMOND RING
DOZY _CUSHION
DYLAN _VIBES
THEO _KNOTTED STRING

* Theo is the last person you save before yourself, you only need 5 stars to release him, he then gives you the knotted string.
* The soggy log must be dropped next to the fire by Dylan then taken to the screen with the killer bees where you leave it.
* The brake shoe is used to fix the mine cart. The flippers enable you to swim upwards through the water by repeatedly pressing the jump key with left or right held down.
* The Heavy Rocks are used to weigh you down to descend the windy shaft.
* The Trampette is used to get out of the deep pit by holding down the jump key while on it to increase your height until you can make it.
* The Pepper Pot is dropped on the whale to make it spout. This lets you reach the flippers and Denzil.
* The Pile of Bones will make the man-eating plant swallow you if you drop them on it.
* The Glass Jar is used with the ceramic lid to catch fireflies, this enables you to safely enter the dark spooky cave. It is also used, on its own, to get honey from the bee hive to give to the bear, enabling you to jump over him.
* The Drill Bit is the last item you will use, when placed on the machine you will drill through to the surface and finish the adventure.
* The Sharp Dagger has no apparent use.
* The Umbrella is used to keep the log dry when you

MAPS



KEY - SPELLBOUND DIZZY

DZ - DENZIL
DL - DYLAN
GD - GRAND DIZZY
DR - DORA
DS - DAISY
DO - DOZY

PG - POGIE
TH - THEO
SH - SHAMUS
BR - BEAR
WH - WHALE
BS - BEAST

★ = STAR
= MUSHROOM
F = FRUIT
= WATER SURFACE
= MACHINE

take it to the bees, it also enables you to rise up the windy shaft above ground level.

* The Gold Smamrock must be given to Shamus, he then gives you the talisman.

* The Garlic Seaweed is dropped in the dark spooky cave to scare away the bats.

* The Megaphone is used with the Ear Trumpet to get Dylan's Vibes.

* The Fishing Net is used to catch Pogie and get his collar. The Bag lets you carry up to four items.

* The Aqualung lets you breathe underwater.

* The Iron Hammer is used to fix the broken rail and to bash the plug on the end of the pipe in the filling station.

* Each person's item is given with 5 stars to Theo to release them.

* Grand Dizzy's Ear Trumpet is also used to get Dylan's Vibes.

* Denzil's ZX81 is also put on the power point in the control room to enable you to travel through the pipe to the pumping station.

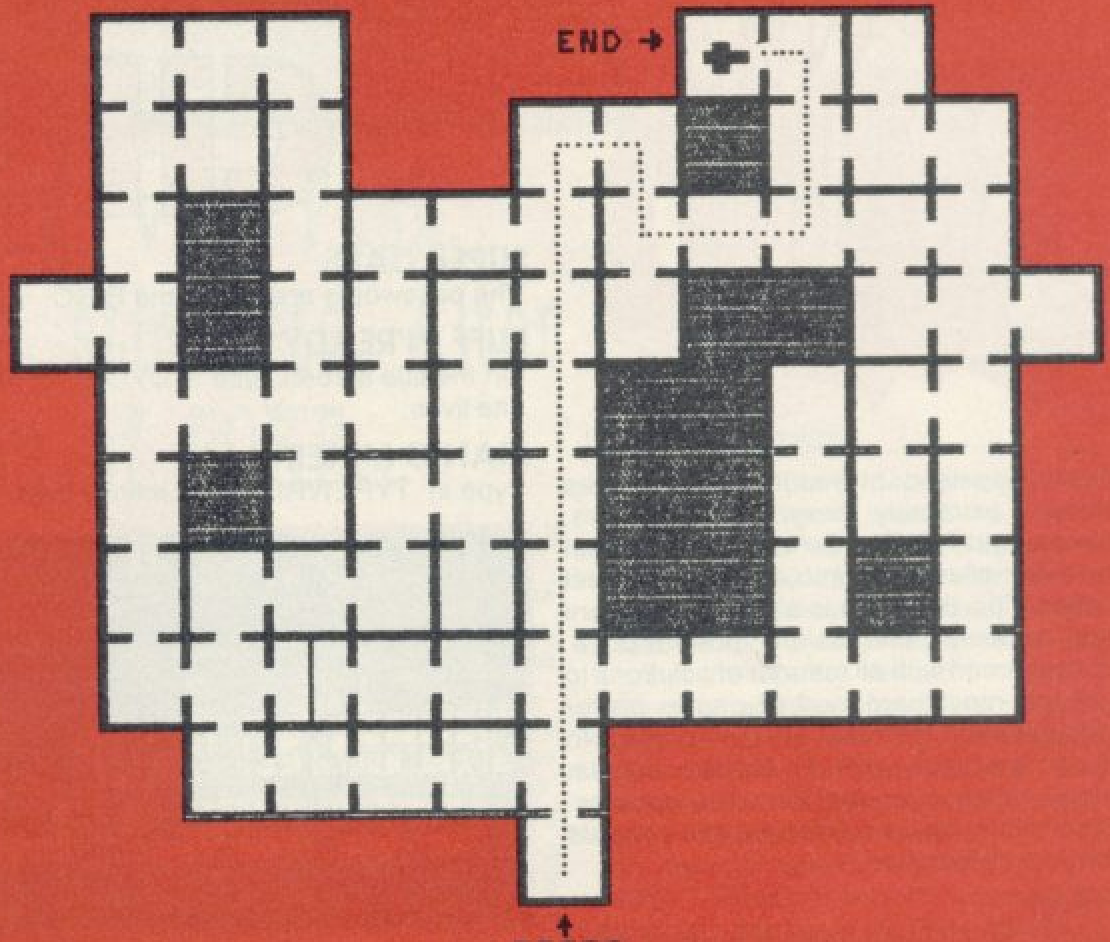
* The Wierd Talisman must be worn to pass the beast.

* The Glass Slipper, Fluffle Collar, Diamond Ring, Cushion and Vibes are not needed once you have released their owners.

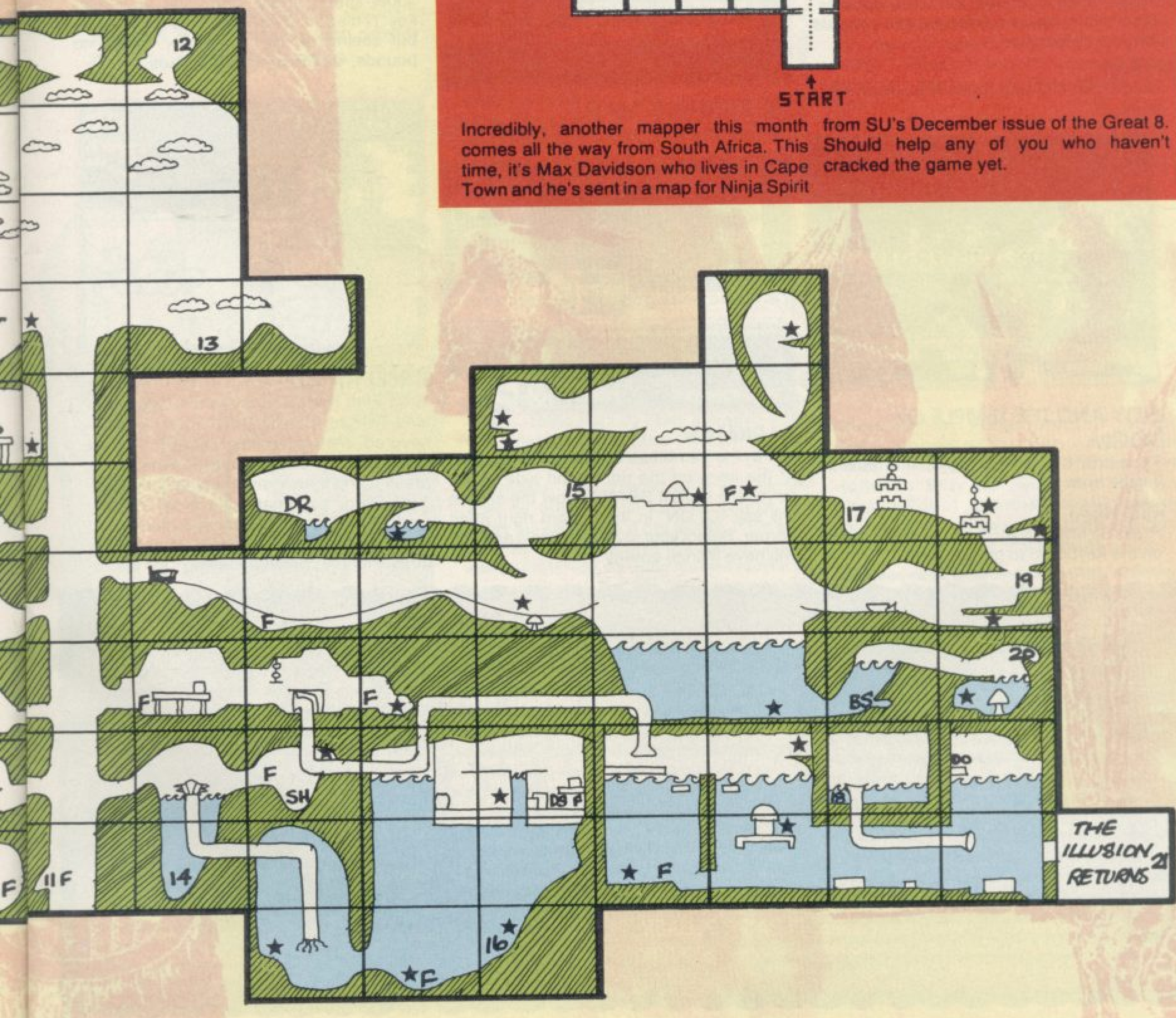
* The Fab Kite enables you to go even higher up the windy shaft then the Umbrella takes you the rest of the way.

NINJA SPIRIT

BY M.DAVISON



Incredibly, another mapper this month comes all the way from South Africa. This time, it's Max Davidson who lives in Cape Town and he's sent in a map for Ninja Spirit from SU's December issue of the Great 8. Should help any of you who haven't cracked the game yet.



HACKING SQUAD

CHAMPION CHEATS

David Copeland of Reading in Berks, has been extremely busy collecting tips, cheats and POKEs. So busy, in fact, that he's compiled them into a printed booklet called Tips '92 which is absolutely brilliant and certainly deserves this month's prize. It's crammed with all manner of solutions to get the most hardened of games-player through even the most obscure game. No doubt we shall refer to David's booklet many times over the next few months. Meanwhile, here's a selection of his cheats for your delectation.

H.K.M
Hold down GO and press X to advance a level.



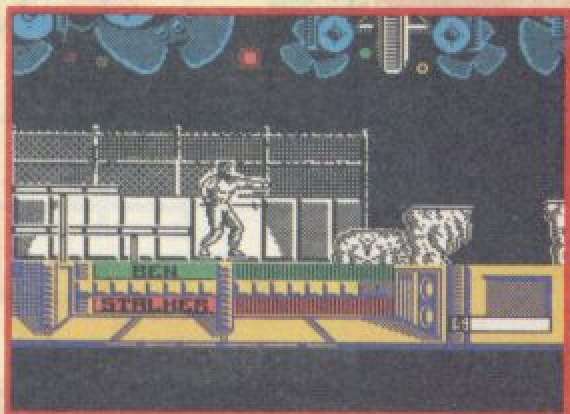
INDY AND THE TEMPLE OF DOOM
Type in JINGO on the high score table for infinite lives.

RED HEAT
Press SYMBOL SHIFT and all the numbers on the keyboard to get ten lives.

SUPER CARS
The passwords are ODIE and BIGC

RUFF 'N'READY
On the title screen, type in DYLAN for infinite lives.

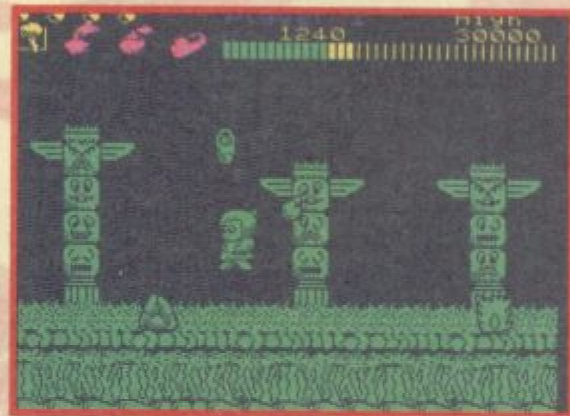
MANIC MINER
Type in TYPEWRITER for infinite lives.



THE RUNNING MAN
Hold down all the keys for infinite lives.



DARKMAN
When the game has loaded, hold down all of the keys on the right hand side of the keyboard except SPACE. Now the screen will say "C. ON" in the bottom right hand corner. Select your joystick or keys and you will have infinite energy.



WONDERBOY
This little cheat has been sent in by Alan Boyle from Eastkilbride. Should you require super-speed, press down the up cursor key. (This sounds a bit obvious to me, Alan, but seeing as our generosity knows no bounds, we thought we'd include it).



STREET HASSLE
Greg Flett from Dounby in the Orkney Island (where it's still December) has discovered this useful little cheat for Street Hassle. When it says Stage 1 in the game, press L and then Y and then play the tape. Yes, Greg, but what does it do you silly boy!!! Answers on a postcard please to I know what Gregs incredibly stupid cheat does, Hannah Smith's Playing Tips etc....

HELP

I really don't know why I bother with this Help! section. So far no-one (well, hardly anyone) has managed to help out any of these poor souls, who, driven by such despair and frustration have put pen to paper and begged for assistance from fellow SU readers via this column. This really isn't good enough. You all write in to me with your tips, POKEs etc... so I know you're all hacking away merrily. Well, don't keep them to yourselves. Mark your envelopes TIPS HELP! and we'll print them. Grrrr.

PINPOINT
First up this month is a letter from Mrs L Simpson from Crewe who would like some help with Slightly Magic because she's stuck (and who can blame her?) Firstly, she would like to know how to get the magnet up from the side in order to get the pin to pop the balloon and secondly, once she has the magnet (assuming someone out there can help her - hint, hint), how does she pick up the pin? And no, Mrs Simpson, I don't think it's a lot to ask. Someone out there has the answer. So stop being selfish AND TELL US!

PLEASY, PLEASY, PLEASY
Gareth Chadderton from Preston in Lancashire sent in some good cheats for this month's mag. Unfortunately we used them all not so long ago, and we do try not to repeat ourselves too much (!). Anyway, apart from that, Gareth would like to ask everso nicely if anyone has a cheat for Bart Vs the Space Mutants. If you have, you know what to do with it. No, not that. SEND IT IN.

LOADS OF HELP
Alexander Sawyer needs some help finding cheats for the following games: Indiana Jones and the Last Crusade, Ghostbusters II, Robocop and Batman. And I'm very glad you only buy SU. It just goes to show what an extremely intelligent and discerning human being you really are.

SPECMAN HACKING SQUAD

Poke, Pokes, Poking: vrb. Push, thrust with finger, stick etc. Alter code with insertion of POKE.

Oh dear, Specman is getting madder than a great white shark with a limpet on his bum over the amount of people still not clear on what a POKE is and how it should be used so he's given us yet another definitive explanation of it. He also deals with printers, multifaces and Wafadrives.



The command Poke alters an address inside the computer's memory to your chosen number. They work by altering the code from its set value (programmed) to your value, called the POKE.

Multiface POKEs: These are the ones that you see printed in the magazines as simply Poke 32800,219 or 8A49,C9. Now the only possible way this type of poke can be entered is by using a MULTIFACE. Simply typing the poke and then loading the game will have no effect whatsoever. The game will overwrite the piece of memory you have altered and insert it's own programmed value. A multiface alters the loaded game after it is in the computer's memory. Attach a multiface to the computer then press the operating button and use the on screen menu. Multifaces are available through mail order shops and your local computer supplies store. Just look through this magazine or ask in the shop.

POKE listings: Type in's. You must insert these as you see them or else they will not work. You do this by typing them in exactly as you see it. You then run the program and play the tape (game). These work by using a custom loader that stops the game, alters the code and continues.

Pokemania: This program alters the Machine code by using custom loading routines. This stops the game once it has loaded. If the game used its own loader then it would run and be unPOKEable. But, by using it's own routine the program inserts the POKEs and you get the cheats.

Dear Specman,

I've got a Sinclair printer, the one that used the grey paper. I've now found that I can't get supplies of this paper anywhere. Do you know where I can get any, as I don't want to throw it away.

C Wright, Essex.

Right Chris and for anyone else who has a scratcher. I've tracked down a supply of 500 plus rolls priced at 2.00 each plus postage. Give Alan or Richard a ring at Output Computer Repairs on 0472 240571 after 10am most mornings. They'll sort you out but remember there are only limited supplies.

Dear Specman,

I've a tip for printer owners on a Plus model speccy and I wanna pass it on. (Well, the floor's all yours Tim). Heres a tip for printer users who have +2 and +3 machines who are wondering why they cannot set italics, underline etc. on their printer from basic. It's 'cos the Speccy filters the code out. Well this problem need worry you no longer. Enter the following POKEs to solve it. Poke 23349,194: Poke 23350,8 now you can use LPrint Chr$ code etc. to send the codes to the printer. However to use LList you have to type Poke 23349,233: Poke 23350,7. Finally if you find that your printing has large gaps in it.try Poke 23396,79 to cure it.

Mr. Can't make out the address, UK

If anyone else has got a tip like that, then send it in.

Dear Specman,

I've got a Multiface One and a Wafa drive. the Wafa drive and the Multiface are incompatible. Romantic Robot says there is an upgrade to the Multiface for Wafa transfer. The original purpose of me getting the wafa was for the transfer of my games to disc can you help?

C Firth, Basingstoke, Hants.

There are two things you can do here firstly 'phone either Lerm or Kobrasoft and ask them about the Wafa drive software they do. Secondly ring Romantis Robot and ask for an upgrade but do it quick because they are pulling out of the Speccy market.

Before I sign off, please note the only way I can answer is through the pages of SU. So please don't send any SAE's with your letters. I don't have the time to reply to them all. No more letters about the POKEs command it's been well covered. Lastly I can't supply you with missing manuals for games, I don't have them. But keep all the letters flowing in, the Spectrum has gone out, as always, to a young audience who may not know where to find out technical information about it. Don't be afraid to ask, remember, SPECMAN IS NEAR ON A WING AND A PRAYER!

STRYKER IN THE CRYPT OF TROGAN

LABEL: Code Masters
MEMORY: 48K/128K
TAPE£3.99

Wow, this game was just pipped to the post for the longest title of the month award by the re-release 'Escape From the Planet Of The Robot Monsters.' However, it is the longest named original title in quite a while. But can we really judge a game by the length of it's name? Matthew Walker probes the mystery.

The lands of the good and righteous are being taken over by the extremely evil Trogan The Diabolical and his horde of nearly as evil minions but no-one can or will do anything about it. It's high time a warlock with some conscience and a better than average sense of direction came along to sort the situation out and, as usual, the lands are not let down. Suddenly, as if out of no-where the right boyo for the job turns up mumbling magic spells and walking with a swaying sorcerer's gown.

It's Stryker, a warlock with special knowledge of the secrets of bravery and the magic of order. He must fight his way deeper and deeper into the crypt to finally defeat Trogan. Along the way Stryker does battle with a variety of the evil one's side-kicks including hopping mad disembodied sculls and vicious sword swinging skeletons.

Stryker lives in a horizontally scrolling landscape fraught with hazards and obstacles. Carefully avoid them or his life, indicated by a power bar on the bottom left hand side of the screen, will start to ebb away. Do this by jumping and running, both of which the main sprite does well,if a little slowly. He can also hit opponents and pick up spells, score icons and extra power ups, though full scale combat should be avoided in the interests of the long term health of the warlock.

The graphics are colourful but distinguishing objects such as icons and traps can sometimes get you into a bit of a muddle. Response to commands isn't too slow but does, sometimes, give the impression of being rather pneumatic at times. It takes a bit of getting used to, during which you're likely to get frustrated. But once you've figured out the sprite's idiosyncratic ways the game will be much more enjoyable.

There are plenty of enemies to battle with and plenty of places to explore in Stryker In The Crypt Of Trogan. Starting out you can go either left or right (left for a limited distance only, but far enough to pick up some scores and icons) and the watchword for the game does seem to be 'look everywhere and try to pick up everything unless it's obviously an enemy or it's screwed to the ground.' Another handy tip is to avoid skeletons from the grave, they're lethal.

Stryker was, doubtless, intended to be a pretty game with a big and almost convincing main sprite and well defined enemy skeletons and skulls, but the graphics do tend to let it down a little, not quite up to Codie's usual standard. However this is still a valid sword and sorcery title and if you get bored during the summer software drought then get a copy of this game.





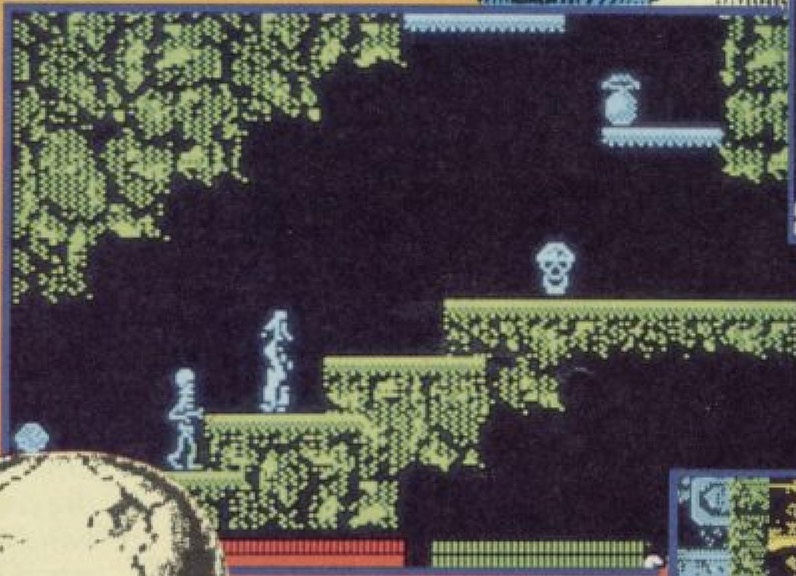
Alan



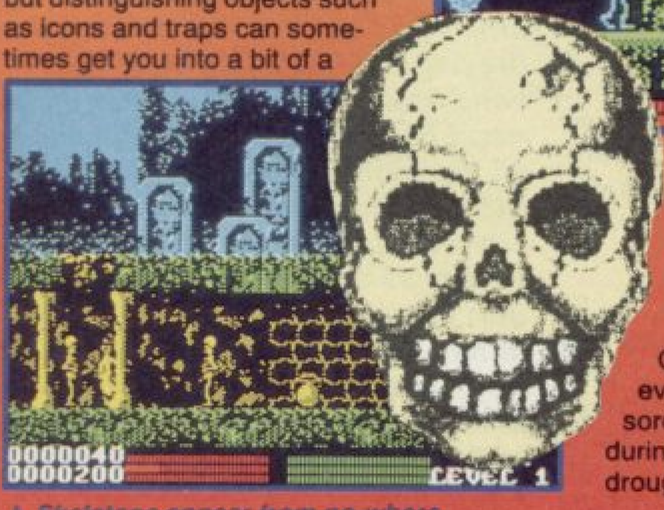
Those lads at Codies must have been brought up in the wild west or on top some magnificent mountain range 'cos the watchword in all of their games seems to be EXPLORE. It would be a very good idea to make a map of this game while you're playing as there are a lot of just-off-the-screen traps and many multi directional areas which should all be explored to find the maximum number of power and score icons. Not an essential game, and a little infuriating at times but still one still worthy of a look if you want an inexpensive, new, sorcery adventure.



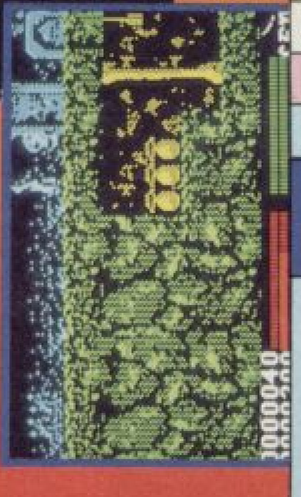
▲ Get out of that underground cavern!



▲ Skeleton or Skull? Neither looks very attractive to me, move quickly.



▲ Skeletons appear from no-where.



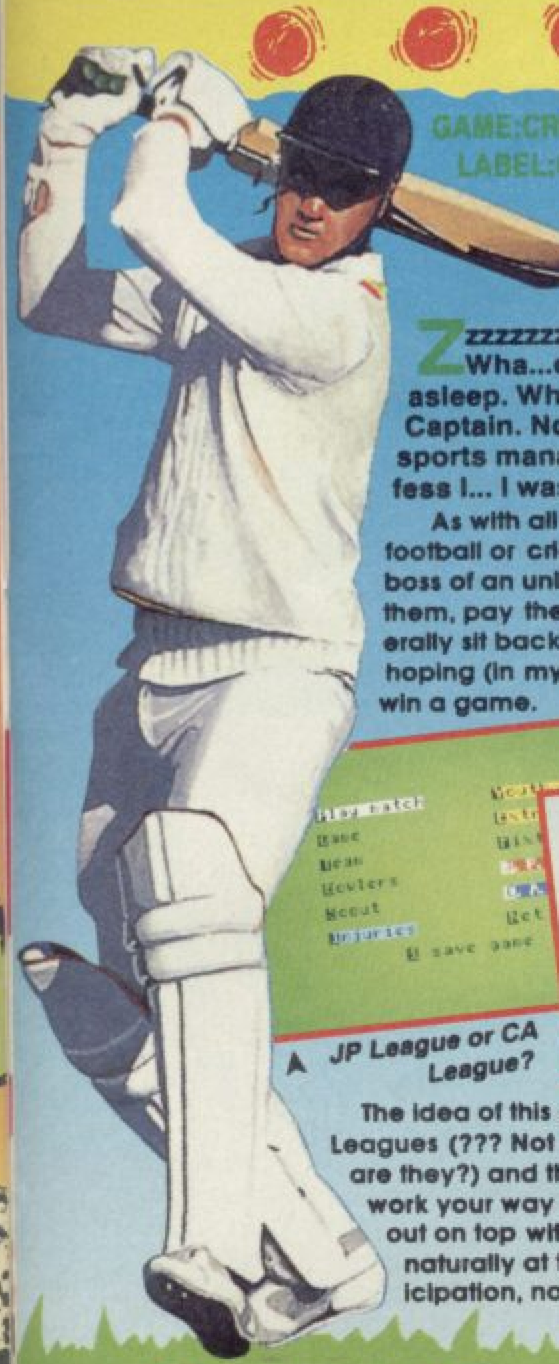
scores

GRAPHICS	71
SOUND	64
PLAYABILITY	79
LASTABILITY	80

OVERALL 78%

Matthew Walker

This isn't the most exciting sword and sorcery title I've seen but it does have a certain charm. The playability and graphics are certainly not award winning but the game is still big and challenging and because you're much better off avoiding trouble than trying to kill everyone, Stryker does make a change from all those 'chop his head off' games.

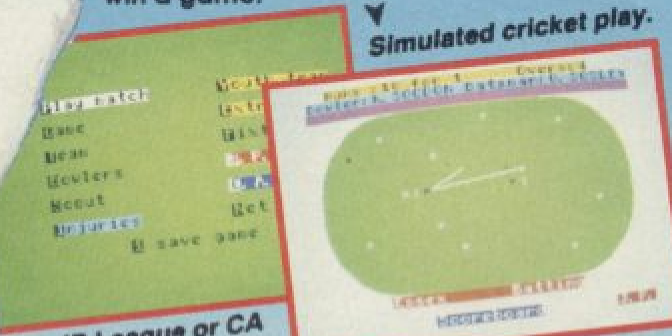


GAME:CRICKET CAPTAIN LABEL:CULT MEMORY: 48K/128K TAPE£3.99

CRICKET CAPTAIN

Zzzzzzzzz! Wha...oh..sorry, must have fallen asleep. Where were we? Ah yes, Cricket Captain. Not being much of a cricket or sports management sim fan, I must confess I... I was surprised by this game.

As with all management sims, be they football or cricket or any sport you're the boss of an unlikely bunch with a duty to train them, pay them, transfer them etc. Then generally sit back and let them get on with it, hoping (in my case usually in vain) that they'll win a game.



Simulated cricket play.

JP League or CA League?

The idea of this game is to win the J.P. & C.A. Leagues (??? Not named after anything obvious are they?) and the two associated cups. You must work your way up the league table, and come out on top with a perfect team to win, but naturally at the end of the day it's the participation, not the winning that counts.

Alan



Cricket Captain certainly didn't bowl this commentator over. However those who buy management sims usually know what they are letting themselves in for so fans of the genre who are also cricket maniacs could concievably find it interesting.

As soon as the game is loaded, you are presented with a menu. The menu displays sub-menus which include: Game, Team, Bowlers, Scout, Injuries, Youth Team, Fixtures, J.P. League table, C.A. League table and Net Training. Using these menus, which regulate the squad, it's new, old and available members, it's rival teams strenght's and weaknesses etc. It is up to you to try a make as good a team as you possibly can.

After each match the game results are displayed along with the rest of the day's results and you can see how well you're doing by selecting the league table menus. In all of this the graphics are clear and text is readable. Screens take some time to update but the in match play sequences do look pretty.

Unfortunately that's it though. Cricket captain is a lot prettier than many other management sims but the same old format has been repeated again. If you're REEAALLY into cricket, you might like this game, but otherwise I can't recommend it.

scores

GRAPHICS	79
SOUND	38
PLAYABILITY	53
LASTABILITY	40
OVERALL	43%

Tony Naqvi

An irritatingly bland cricket game, suitable only for cricket and management sim fanatics who want to take a break from more exciting games.



snare

GAME: Snare LABEL: ESD MEMORY: 48K/128K TAPE£3.99

Arr, me hearties, them jewels is worth riskin' your lives for, but do ye have the courage. This is what Big Al' keeps shouting as he wanders around the office with a cutlass swirling above his head and a parrot pecking his botty. Strange man.

Valuable things will be the ruin of mankind, well maybe not mankind but certainly the little known race of Humphs, foremost of whom is Humphrey who has been given a mission by their King: Recover the Princess' jewels or die. The unhappy Princess' jewels have been stolen by a mob of Space Aliens who are hiding them in deep caverns of doom and Humphrey, aided by a supply of devastating high explosives must try to recover jewels on each of the thirty five game levels. Once he collects the requisite amount on each level he will be transported to the next.

The game consists of individual screens for each level with aliens, skeletons and obstacles littered around the landscape and four directional movement for the main sprite. To start off Humphrey is shielded from the aliens but he must strategically place bombs on the landscape which set off chain reactions, destroying the skeletons and obstacles. Doing this reveals the jewels but also releases the aliens. Well placed bombs will blow up the aliens too but watch out you don't kill Humphrey. There are also levers which open obstacles but you have to be quick to avoid bombs and aliens when you use them.

Graphics are minimal but cute and colourful and although this game doesn't look terribly modern it does get the brain in gear in a Pacman like puzzle way. However ultimate frustration or even boredom will affect lastability in the long term.



Garth



Snare can get frustratingly difficult and each level takes some thought to work out. Not dangerously addictive, but the sort of thing I would have expected to see in an arcade about eight years ago. Which isn't a bad thing really.

You're about to be Snared.



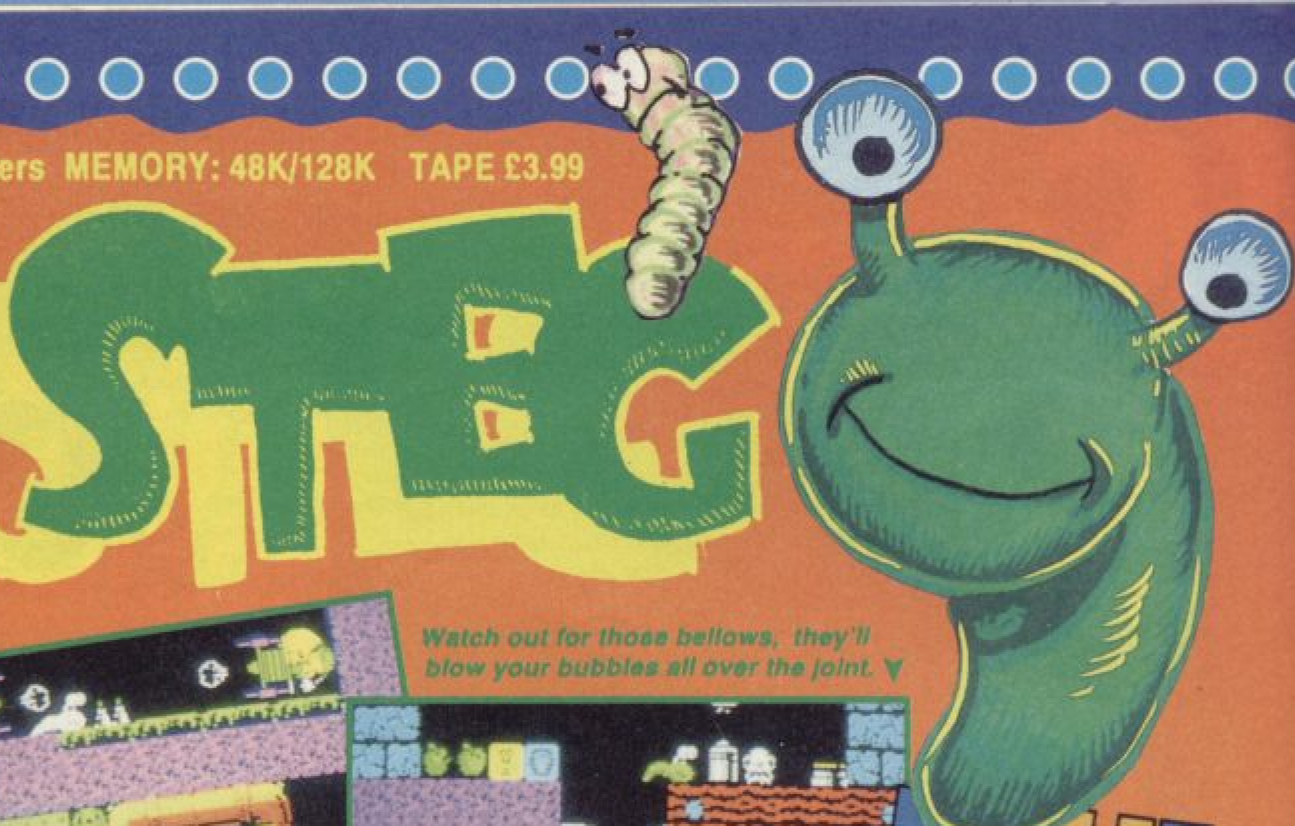
scores

GRAPHICS	69
SOUND	63
PLAYABILITY	69
LASTABILITY	68
OVERALL	65%

Steve Keen

At first look this game gives the impression of being very much in the class of public domain software but further examination reveals a lot of thought in game planning and some imaginative graphic combinations. Harks back to the old days but it's still an attractive and non run-of-the-mill game for the price.

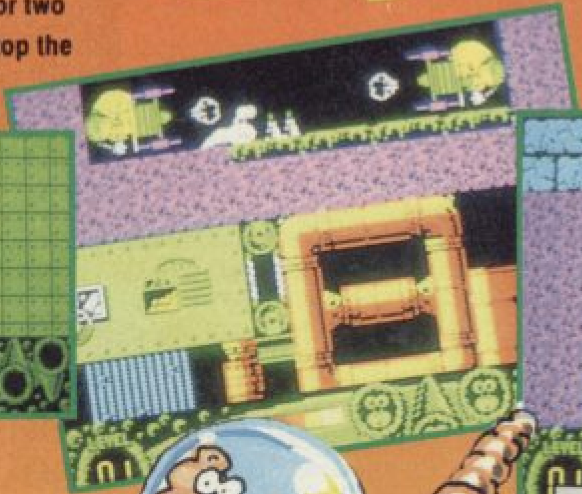
GAME: Steg LABEL: Code Masters MEMORY: 48K/128K TAPE £3.99

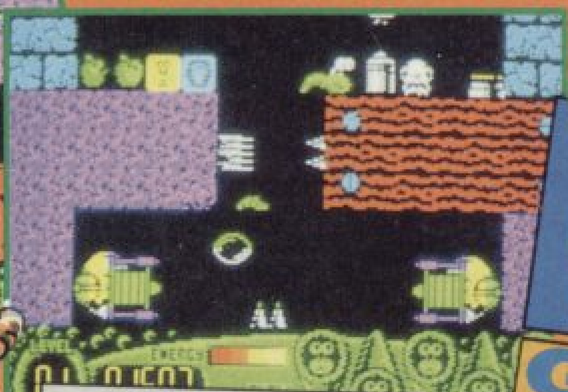


Game plots come and go and when a totally original idea comes out it tends either to be completely obscure and unplayable or extremely interesting and addictive, Lemmings being a prime example of the latter. Well Codies, masters of the strange storyline (and it must be admitted the odd simulator or two hundred) have managed to top the scales yet again.

Watch out for those bellows, they'll blow your bubbles all over the joint.











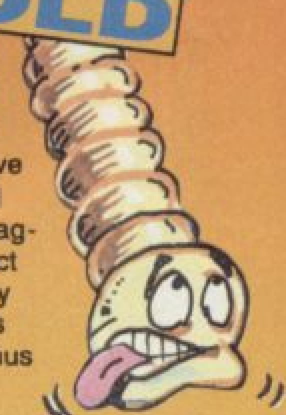
Steg is a slug, pure and simple. He doesn't have any nasty vices like drinking or smoking or eating ten tins of beans every day, in fact his only worry in life is the fact that as an asexual invertebrate he (she? It?) can't stop producing babies, known as t'yungunz. Naturally, as a responsible parent and potential computer games star, Steg must feed these hungry little creatures. Herein lies my only problem with Steg. You see, I always thought that birds and rodents ate maggots (and for that matter slugs) and that slugs ate grandad's cabbage and other yummy vegetable matter, but it seems that Steggy and his yungunz are unusually carnivorous and eat maggots (though presumably not other slugs) too.

Living in a strange underground world Steg isn't bothered at all by the aforementioned predatory animals, he has much more on his plate. As he travels through the shafts and corridors of his home catching maggots and trying to deliver them safely back to his hungry brood he is, himself, quite invulnerable. However, because he must trap and imprison each maggot in a bubble of slug slime which then floats upwards and away, hopefully towards his offspring, the precise location for trapping the maggots must be chosen carefully and the little green fellow must follow them all the way home. This is because Steg tunnels are littered with blowing bellows, sharp objects and various traps and obstacles, all of which have been designed by a benign maggot god to effect their escape by bursting Steg's bubbles and thus freeing them.

Steve



This game is a little gem. When I started to play it I was impressed by the graphics and overall feel but I seriously doubted the playability and lastability margins of such a strange storyline. I was proved wrong. Feeding Steg's offspring takes lots of skill and thought and promises to keep you busy for a long time.



To help him along there are various energy, speed and score power ups as well as a special bionic slug pack consisting of robot legs, a rocket backpack and a nitrous oxide booster. These can be picked up and give him super speed for a limited period.

Steg is a very playable game. It takes a little while to get used to what is, admittedly, a very strange concept and strange gameplay. However excellent graphics and smooth sprite control combined with more tunnels than you've probably ever had to explore before in search of maggots, means that this game is a very worthy purchase, made even more so by the fact that it is completely original and still only £3.99. Unbelievable.



scores

GRAPHICS	90
SOUND	74
PLAYABILITY	89
LASTABILITY	91

OVERALL 90%

Alan Dykes

Steg is an unusual game with plenty of charm and playability once you get used to the storyline and method of gameplay. Graphics are almost as good as on sixteen bit versions and at £3.99 for a game of this quality and originality you can't go far wrong.

Pick up as many icons as possible and use the levers.

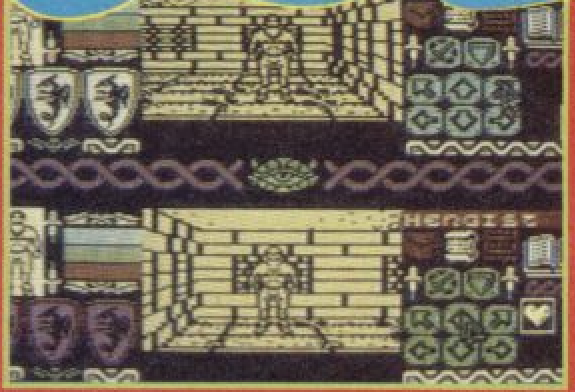




Below water level.



tell it to Al



PRINTING MAD

Dear Big Al'. Could ja pleeze tell me 'ow da 'eck da utility called "Printy" works! Yer Said we could send brill scrollin' messages like in Pokemania and Tips Amazing. I'd luv ta send these to me Pen-Pals, but 'ow do yer geddit ta work - as soon as yer press anythin' the program listing comes up. Also, I'm thinkin' of gettin' a printer but I 'aven't gotta clue about 'em. Can yer givvus a few 'ints on wat I need an' 'ow to use 'em. If ya don't print dis letter, I'll go bleedin' crackers 'cos it's the squillienth one I've wrote and none of the others 'ave ever bin printed! Cheers!

Yours hopefully

Robert Andrews, Pwll, Llanelli, Dyfed SA15 4AU.

BIG HEAD

Dear S.U., I've finished WWF Wrestle Mania and Robocop, all, of course, without the Cheat Mode, that doesn't even work anyway. I finished WWF with the British Bulldog, which is harder than using Hulk Hogan as Bulldog is totally Crap! I've finished the game 8 times and I'm rather sick of seeing the same ending all the time, which is a newspaper called the "Ocean Times", saying that "Hogan wins WWF" Bla Bla Bla. At the end of Robocop it says "Well done. You have saved the city of Detroit". I've also finished Vigilante, which says "Well done. You have saved New York from being outrun by a rough Beat 'em up street gang". And! I've also finished Outrun on the Giants Game Pack. At the end, It shows the Ferrari Burning up to the finish line and the driver turning around, winking and giving you the thumbs up. Could you please print this letter as I want to be a complete rotter and want to disappoint everyone and make them jealous of me.

Stewart Green, Lancs.





Stewart you really do have a big head, but then if you are as good as you say you are at playing games I suppose you spend your time doing nothing else, like chasing girlies or playing monopoly so you're bound to be good at them. Any chance of sending in some hints and tips on these games for those less fortunate (and marginally more successful with the ladies) than yourself?

BLOODWHICH?

Dear sirs, I felt I had to write a letter in order to inform you that Steven Duberry's letter about the game "Bloodwych", in the December issue, was complete CRAP! Here are a few of my tips on the Classic game: The best group is: Blue Warrior, Yellow Warrior, Green Assassin and Red Wizard. The reason this group is best is because these fighters are better in Hit Points and Vitality and the Red Wizard has better spells. For Example: Vitality - If you've no food, you can keep this up to avoid taking hits. Blaze - Excellent for defeating even the hardest of enemies. Magelock - Opens doors when you run out of "Common Keys". I also chose the Green Assassin as he has good firepower with his bow and arrows.

In order to complete the game, an assassin has to be present in your party for the simple reason that only they can see where the fake walls are situated when they are selected as group leader. It is best to fight near an empty room, then, when in battle, you can retreat into it, lock the door and remain there until you've regained all your Hit points, then return to the battle.

Find a friendly monster and keep trading with him, but without giving him any of your own items. When he sells you an item, usually a potion, keep selling it to him until all of your party have 99 gold pieces each. Now you won't need any unwanted items to sell as you have all the gold you need. Each potion has its own purpose: Moon Exilir - Returns spell points, Dragon Broth - Returns vitality, Snake Slime - Returns Hit Points and Brimstone Ale - Returns both Vitality and Hit Points. The Fleshbane and Stealthblade are assassins weapons and shouldn't be used by warriors. The four Jewels you must collect are: 1st Level - Tan Gem, 2nd Level - Bluish Gem, 3rd Level - Snake Gem and 4th Level - Moon Gem.

At the moment I'm stuck somewhere in the middle of the fifth level, but I'm hoping to complete the game in the near future.

P.S. If anybody knows what the Moon Ring or the numerous wands are for please write into S.U. to be Printed.

Yours sincerely,

I. Kenyon, North Wigan.

Crikey, I. Kenyon, you're a bit of a star with Bloodwych, Hannah Smith really fancies the pants off you since she's seen the tons of tips you've included in this letter. It's good to see two differing opinions on a single computer game, life never gets boring that way.

TRIFF TAPE!

Dear sir, I'm writing to thank you for a great mag this month (March Issue). The Cover tape was very interesting because I'm a beginner with the Speccy. I've just Purchased a Spectrum 48K. When I played the tape it loaded first time. On Side A I was Disappointed I couldn't play Robocop 3 'cause I've only got the 48k Machine, but the rest of Side A was good. But, for me, Side B was where the fun started. The Lords Of Midnight (I'm still trying to break the password) was great. When I loaded Freaky Footy the fun just kept going! I really got going when I went gambling. I put in 200, then forgot the controls. I pushed Enter but nothing happened so I pushed all the other keys but still nothing, but when I pressed Enter and Print together I found that something happened that wasn't supposed to, Lo and Behold, I'd broken into Freaky Footy! I thought I would write and let you now so that if you go gambling you can press Enter and Print together, then delete the line on the screen and type in LIST and you will be able to view the whole program.

M.R. "The Mouse" Wearn, Gwent.

Whoa there, the programmers may not be too happy to hear about your hacking successes but thanks for the compliments on the tape though. If you want to see some really spectacular exclusive games then keep an eye on the next few Great 8s where we'll be featuring some real stunners like Lone Wolf and Gothic.









THE GREAT 8

PASSWORD PUZZLES

Dear Big Al', Please, Please, Oh Pleeeze could you help me. I have Three of your cover tapes and I'm at my Wits End. I'm no good at the clues you give to get the Passwords for the games: Shockway Rider (Jan Iss 119) and Lightforce (Dec Iss 118). Is it possible for you to print the passwords in the next issue. I phoned the number in the mag but all I got was a taped message about another game in last months issue (April, I think), so BIG AL' could you print the passwords for me!! Pleeze! 'Cos I'm going out of my mind. P.S. Keep up the good work. Also, is their a poke for Chase HQ on tape. Thanks a mill.

Leslie Valentine, Hulme.

Leslie, I've asked Graham "Pick Poke-it" Mason for a POKE at Chase HQ so watch out for it. The Password for Shockway Rider is SANTA, and the one for Light Force is MISER. I've included a full list of the last year's passwords on the Great 8 pages so hopefully there'll be no more problems. This month's password WILL be printed next month.

TAPE BOFFIN

Hello Big AL', Sorry to bother you but I've a small problem to bring to your attention. I brought the March Issue of S.U. and couldn't load the tape at all, so I sent it back to the address on the tape cover which, incidentally, is only 5 miles from where I live. It's quite a while now since I sent the tape and I still haven't received a replacement. Yesterday I got really desperate for my tape and went to nearly every newsagents in Chester to try and buy another copy but couldn't get one, so, being the kind man I know you are, I thought I'd write for your help. I'm a regular reader of S.U., Crash and Y.S. and this is the first time I've ever had a problem with an S.U. tape, even since I converted my +2A to take an outside tape deck. Crash and Y.S. all had articles on how to convert the 128 +2A to take an outside deck. First I tried the Y.S. way and nowt happened, then the Crash way blew my power pack, so I tried my own way and it worked perfectly. If you want to know how it's done I'd be only to pleased to give you the details because anyone who has tape probs will be able to do away with the built-in deck and do it my way. P.S. The competition game was a fab idea and I think I've done pretty well with 45000 so keep up the great work and thanks for everything!

Yours Faithfully

Stephen Bufton, Chester.

Steve, I've chased up the tape people about your problem and one should be going out to you soon. Your +2A solution could help out a lot of people - if it works (ok, ok, I believe you) so send it in, you might just win a prize. We will be running another competition game soon but in the meantime good luck, we'll be announcing the winners of the last one soon.

I WANNA BE A SAM REVIEWER!

Dear Sir, I've noticed in recent issues of S.U. that there has been little or no information on the Sam Coupe. As I've been Sam owner and S.U. Reader of a while and enjoy all aspects of computing in general, I would be very interested in writing a few pages on the Sam each month. I've owned a spectrum since 1987 and began buying S.U. soon after. I'm also concerned about the drought of software on both the Sam and Spectrum are suffering. I recently rang Ocean U.S. Gold, Mindscape, Gremlin and Audiogenic. All of the above said that they plan to continue producing Speccy games but have no plans for the Sam, with the exception of Gremlin whose last Speccy game ever was Space Crusade and Audiogenic, who will be doing a Sam version of Emlyn Hughes. Here's and example of my work.

review review

BATZ AND BALLZ



Sam Review: Batz and Ballz (Revelation 9.99)

Hey-ho! Another day, another Arkanoid Rip-off. But wait! This one's actually quite good. Very good in Fact. The gameplay's quite simple. Bounce a ball against a wall with a tiny bat, destroying the bricks. When certain bricks are destroyed, an icon drops down the screen which you have to touch with the bat to get an extra feature to help or hinder you. For example, reversed control or a bigger bat. The game has some very nice touches. For example, when you press break on the title screen you get an extra little message at the top of the screen. The only fault I can find with Batz and Ballz is the rather distracting way that the score overlaps the bat. The graphics are neat, sound is fab and the whole thing has a very deep polish. A+ Stuff.

NEWS: Audiogenic are planning to release a Sam version of Emlyn Hughes's International Soccer, and say they will release more Sam games depending on the success of Emlyn. Is this the beginning of the Sam getting the support it deserves?

Mark Sturdy, Wetherby, West Yorks.





scores

GRAPHICS	81
SOUND	90
PLAYABILITY	80
LASTABILITY	89
OVERALL	89%

Mark Sturdy

A spiffing Arkanoid clone done with some neat touches.

Well, well, do we have a budding writer here or what? Who said we don't carry any SAM reviews. This isn't bad stuff Mark and I agree with you, the software houses are really letting the Spectrum and the SAM down. Unfortunately it ultimately comes down to money. The Spectrum was once a mass market machine but isn't one now and the SAM hasn't reached this status yet. If I can get good SAM stuff I'll review it, in the meantime I'll remain faithful to the good old Spectrum, like you and the rest of SU's loyal readers.

CONFESSIONS OF AN EX-PAT

Hello There!, All good wishes to S.U. But - spare a thought for us poor ex patriots who cannot afford to phone for an answer to the clues for games on the tape, and are too dumb to solve them! you used to publish the answers the following month - why stop? I'm still racking my brains over Octegenarian Nicholas Hits Rock Bottom, also the clue in issue 117 which I received today. And please, please tell me, thick as I am, how to load in a cheat?! Once my game is loaded the Speccy refuses anymore input, and try as I may, the tapes won't load after a Poke. O.k. I admit I'm dim, maybe it's senility, after all I am 63, but I try.

Love to the team.

Evelyn Young, Transvaal, South Africa.

I'm gonna continue to print the answers in the next issue, though I must admit we missed out on one or two (ooops!) The full list of passwords is in the Great 8 pages though so check it out. I hope you're talking about POKEs and not cheats. You cannot load in cheats, they just help along the way. POKEs have been explained innumerable times already but it does sound as though you have a problem. I may have to send Spec Man on holidays to help you out. (Sorry man, I don't think so).

AMERICAN 3D POOL





Alan

Wow, who said you had to spend all your time in pubs and pool halls to have a misspent youth, now you can have one in the comfort of your own home with a slice of carrot cake on one side of your Speccy and a glass of mineral water on the other - Steve Keen (remember him?) swears by this method. A good pool sim for the price, worth a look.

GAME: AMERICAN 3D POOL
LABEL: ZEPPELIN GAMES
MEMORY: 48K/128K
TAPE£3.99

"Quiet please, the players are about to begin." As the greasy haired bloke with the double chin and the monkey suit would say.

Yes folks, it's time to chuck on the ol' suit and bow tie and dim the lights 'cos snooker's here again. Well, actually it's American 3D Pool, but let's not argue about it. This game basically allows you to choose between pool or billiards although both games are the same as far as I'm concerned.

American 3D Pool is essentially a full 3D perspective pool and billiards simulation, but also boasts loads of other features including; two camera angles, automatic ball return, unique ball viewfinder for short range accuracy, 8 player tournaments, trick shot editor and 9 preset trick shots, to name but a few! The fast action, realistic gameplay and lots of colourful sprites make this game attractive as well as exciting even when playing a less than friendly 'friendly' competition against the 9 "hustler" levels of your computer opponent.

When playing pool, a one player game can be played against the computer or, alternatively you can try a two player game and attempt to hustle a friend. The idea of the game is to pot 3 balls of the same colour, then the black. Your colour is decided by the first ball you pot. This computer version has been made very realistic by featuring lots of realistic rules and situations. For example; hitting your opponent's ball before your own results in a foul and two shots are given to the other player, while potting the black before you should results in the other player winning the game. Games are played in straight sets, the winner being the one with the most sets.

In billiards, there are two cue balls, one white and one yellow. There is also a red 'play' ball, the winner being the one who reaches the set amount of points first. At the Break, the cue ball can be positioned anywhere in the D by pressing the fire button. Pressing and holding down the fire button increases your shot power. Pool and billiards both have a tournament option, where up to 8 players can battle it out in a knockout competition. The Trick Shot Editor allows special shots to be Created by pressing certain keys. An extra feature with this game is an Action replay of the last shot taken.

Sound is very realistic, which adds to the excitement, making American 3D Pool extremely addictive. Unfortunately there is an occasional blur in the otherwise excellent graphics but this doesn't effect overall gameplay at all. Definitely a Smashin', Chillin', Skillin', Kickin' experience that promises to have your mum prising you off your Speccy for dinner - if you're into that sort of thing!



Plot your shot on a vertically viewed 2D screen.



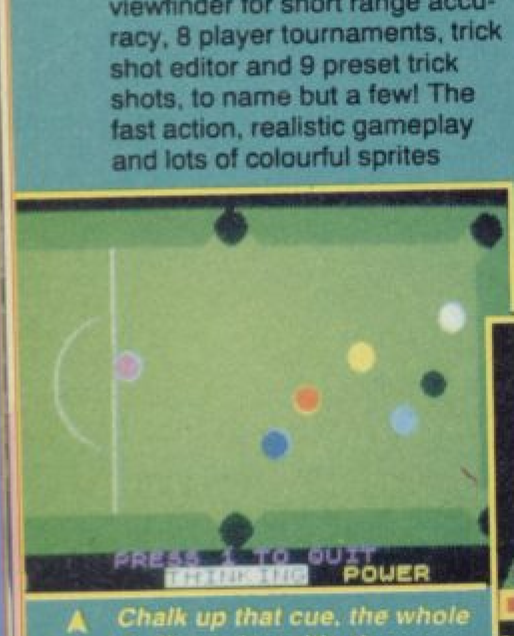
All the fun of pool without all the 20p's and late nights.



Holding down the fire button increases shot power.



A 3D perspective on things reveals a completely different ball game!



Chalk up that cue, the whole audience is waiting!

Pool or billiards? It's all a load of coloured balls to me!



scores

GRAPHICS	78
SOUND	70
PLAYABILITY	85
LASTABILITY	80

OVERALL 80%

Toni Naquvi

I'm not really a pool player but I do appreciate a good simulation when I see one, and this game definitely falls into that category. 2D and 3D views complete the game and the big, well defined (if a little blurred at times) graphics make it pretty to look at.




Kixx


SU
SINCLAIR USER
MEGAPOSTER!!



LOOK OUT FOR NEXT MONTH'S
SUPER PRIZE GIVEAWAYS
SU
SINCLAIR USER
MEGAPOSTER!!



Vroom! Vroom! The excitement is building as the drivers line up for the start of the race. Championship Run puts you in the driving seat of a powerful Formula One racing car, ready to take on the worlds number one pro drivers in a jostling battle to take Pole Position.

Colourful, stunning graphics and realistic sound adds to the excitement as you take to the well-detailed tracks to burn some rubber. But, unfortun ately, that's where the ex citement stops, or at least, slows down. All the fun at the beginning only

Steve



Championship Run has a tendency to drive you up the walls.

The graphics are good and the game looks, initially, like a star but annoying difficulty and slow response drag it down. I still got some enjoyment out of the game though, if only because it LOOKS a cut above the rest.

▼ And off we go!



▼ And he's still in third gear.

CHAMPIONSHIP RUN

adds to the disappointment as you head towards a road of disaster.

Because you're a beginner, you have to start right at the back of the grid which looks like an M1 traffic jam with all the cars (around 90!) squeezed into two lanes. Starting the race is pretty easy and usually gets off to a good start, but once a tiny mistake is made or your car slows down just a bit, you've had it. The other cars are upon you straight away, bashing into you and pushing you this way and that.

Then, what makes this game difficult and frustrating is the amount of time which it takes the car to regain speed. Whenever you hit a post or are bumped in any way by another vehicle, it has a mini explosion and grinds to a halt. Whenever a bend is taken too late or the car skids along the sidelines, the result is much the same. Put the car back down into first gear, accelerate, slowly gather speed, then change the gears up again. Meanwhile, another car usually sneaks up behind you, nips your bumper, and it's back to square one again.

This process is repeated three or four times before the car actually gets going again. Usually, by the time you've completed one lap, the car is a mobile inferno. But help is at hand, or is it. We come now to the pit stop. A Championship Run pit stop consists of a few signs dotted along the middle of the road, separating the two lanes. Enter the pit stop and your car goes all fuzzy (somewhat similar to the "Beam me up, Scotty" transporter from Star Trek), wait a few seconds and it's restored, brand new. One small problem though, other vehicles are able to speed through your pit stop too, give you a bump, and zoom off into the distance, leaving you once again in a ball of flames. Championship Run looks cool, sounds cool, but is unfortunately a bit of a wash out.



▲ Crikey, twenty five's a crowd or what? Get outta here, fast!

GAME: CHAMPIONSHIP RUN
LABEL:ZEPPELIN
MEMORY: 48K/128K
TAPE£3.99



I say, what a fine selection of tracks!

scores

GRAPHICS	82
SOUND	79
PLAYABILITY	55
LASTABILITY	51
OVERALL	**58%**

Tony Naqvi

This is a really good looking game that unfortunately suffers from a sad lack of gameplay. Get it only if you like being frustrated.



review



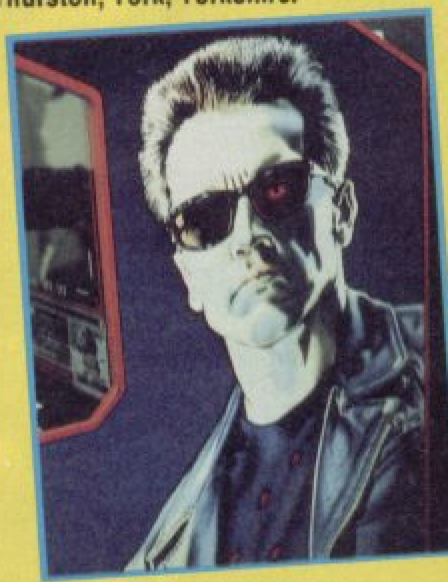
+2 SUICIDE

Dear S.U., I'm writing this as you're my only hope..hang on..."Don't Jump!", at the moment I'm standing on the roof of a 20 storey skyscraper, looking at a desperate, helpless +2, ready to commit Hari-Kari, and jump off at any moment. I've tried everything to coax him out of this disaster; his friends, family and even marriage to an Amiga, none have worked. The only sure-fire way of bribing him down is a copy of "Manchester United Europe". As I'm a pitiful student I cannot afford such luxuries, can you help?.."NO, Don't do it!", please hurry, time's running out.
Yours Despairingly
Mark Hardisty, Sheffield, South Yorkshire.

- *Well that's football for you. it's an addictive sport and no mistake but this is the first time I've ever heard a Spectrum suffering from a football related mania. Have you tried getting professional advice? You see if I send you Man. Utd. Europe your Speccy will just get worse so I'm not going to.*

GAMLESS AND NEGLECTED

Dear Big Al' (my everlasting companion),I've had my Speccy for over 7 years and it has always been faithful. I enjoy buying new games for it but alas, times are hard, Britain has been hit by a recession, and to put it bluntly... I'm skint. I haven't got two shekels to rub together. Totally penniless. My Speccy is growing bored, as it no longer has games fed into its system. I've seen reviews in your mag for Terminator 2 and Dizzy's Excellent Adventures, but (I hang my head in shame) I can't afford to give my speccy the pleasure of letting me play them. I lay awake at night and hear my speccy crying out for those games. I cannot do anything. But you, my dearly beloved Ed, you can. You can save a poor game-starved Speccy in distress. Only you have the power, only you can help. Please! If not for my sake, for the sake of an expiring Spectrum (I expect you're all in tears now aren't you). Please help. Is it too much to ask!
Lee Thurston, York, Yorkshire.



- *I'm reporting you to the RSPSIGH (the Royal Society For The Protection Of Spectrums In Gameless Homes). it sounds as though you are completely neglecting it. If you were good to it then maybe, but as it stands... no way Jose. And if you think you've got problems with the recession spare a thought for Norman Lamont. I bet he hasn't even got a Spectrum to help him out.*

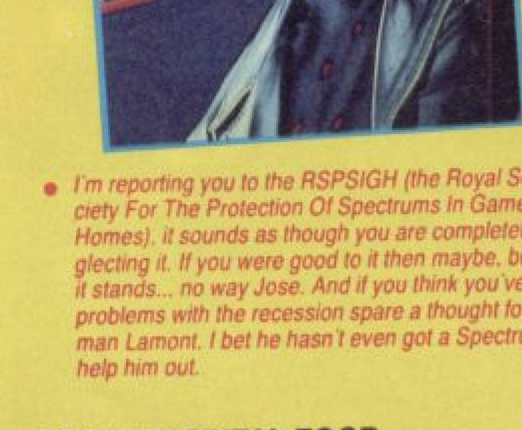
UGGH, HOSPITAL FOOD

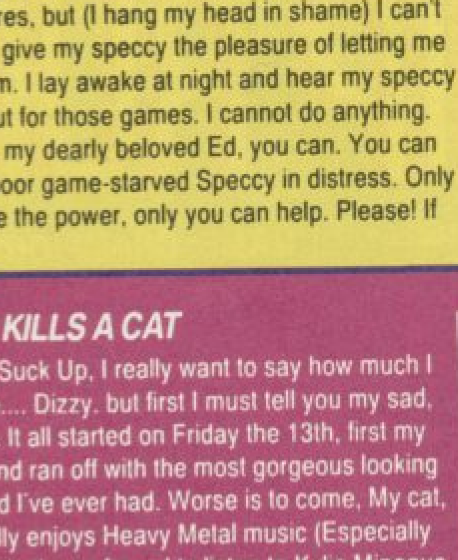
Dear S.U. Crew, About a week ago I had to choose my future career so that I could decide on my subject options. I have decided to become a Land Surveyor. for this reason, I believe a copy of Sim City will be of great help in my academic career, plus, providing much needed entertainment as the nearest house is 22 miles away, since I live on a farm which is incredibly boring. to make matters worse, I have just had a major operation on my liver, and I will be off school for another month (I've already missed 5 weeks). this means intolerable boredom. I have asked my parents to buy the game but, alas, times are hard and they won't (can't) cough up since they spent all their savings on travel fares to and from Hammersmith Hospital. Unfortunately, I cannot earn the money because I'm still recovering from the operation. I'm stuck.
Yours Faithfully,
Alun Rendle, Newport, Gwent.
P.S. Hope I'm not pushing it, but a copy of Invasion Force wouldn't go amiss either.

- *You are pushing it, I was about to have liver for my dinner and now you've put me right off. Still that's no harm so I'm going to pop something interesting in the post to you. Not Sim City. 'cos I can't remember when I last saw it. but It'll be interesting nonetheless.*

KYLIE KILLS A CAT

Dear Suck Up, I really want to say how much I love.... Dizzy. but first I must tell you my sad, sad tale. It all started on Friday the 13th, first my best friend ran off with the most gorgeous looking boyfriend I've ever had. Worse is to come, My cat, who really enjoys Heavy Metal music (Especially Iron Maiden) was forced to listen to Kylie Minogue (you'll be glad to know I splattered the culprit, my brothers friend, all over the walls afterwards). Of course, my poor cat then gave up on the world and decided if people play Kylie records then it is better to be dead rather than forced to listen to that sort of dross (and who can blame her).
Oh, but then the tragic thing of all was some brussels sprouts went under a strange mutation, and changed into Teenage Mutant Brussels Sprouts who then went on to eat my poor dad for the dire crime of their kind. My mum has now gone barmy, she plays Kylie records non-stop and eats brussels sprouts. My only savior is my Spectrum +3 so could you please help me feel less depressed and send me Dizzy's Excellent Adventures, before I start listening to Kylie Minogue records and eating brussel sprouts!
P.S. My brother has just been kidnapped by short blue guys who go Blip Blip Blip and pretend to be double-glazing agents.
Jodie Corney, Waterlooville, Hants.





- *Sob, sob, boo-hoo, sob, sob, sob sob, sob, boo-hoo, sob, sob, sob, sob, sob, boo-hoo, sob, sob, sob. Jodie, you've driven a grown man to tears with one of the saddest stories we've ever recieved in the history of Suck Up for Sortware. Kylie Minogue...oh, the cruelty of it all. Someone once made Big Al' listen to Kylie for a full hour and he was a physical and emotional wreck for weeks afterwards - and still is.*

LEMMINGS LAUGH

Dear Big Al', I'm writing to tell you about a very sad story that happened on my birthday. I woke up early and much to my surprise, there was Lemmings, cold, lonely and helpless, so I grabbed it and ran downstairs but then I tripped up and ended up inside little old Sammy the Speccy. I then came out of a hatch and fell to the ground. I started



walking along until I came to a hill and I climbed it, then jumped off of the other side. I carried on walking until (DA DA DAA) a trap! What can I do? I asked a Lemming. What is this? Where am I? It (I am not an expert on Lemmings gender) replied, "We are inside a Computer and if you want to get out you have to reach the exit". So, I got out my building equipment and started to build over the trap. Unfortunately I was shaking badly and dropped my cassette in the trap. I finally reached the exit and dived in. I then suddenly I found myself back, walking down the stairs. I was back at home and had lost a special birthday copy of Lemmings, so please, please can you send me another copy of it.
Yours faithfully
Daniel Rose, Bournemouth, Dorset.

- *Wow, you have an extremely vivid imagination Daniel. So have I though. I imagine that you wanted Lemmings for your birthday but didn't get it so you thought you'd write into Suck Up for it. Well it didn't work, but keep trying, a good imagination will get you places.*

COSA NOT-SO BELIEVABLE

Dear S.U., I'm writing to inform you and all of the S.U. Crew that I have Kidnaped your Families and unless you send me G-Loc and Space Crusade to rescue them, you'll never get your favourite Murray Mints off of your Granny again! Or alternatively - Oh 'scuse me-Do you have Heroquest? Why not? That's not good enough pal!



Blam Blam Blam!-Er - Sorry about that, just a bit of erm, business. Now, where was I? So send me the games to bribe me to keep them alive and send money so's I can feed them. But, of course, there is another alternative, however if you (and maybe the hostages) would like to see the business end of an AK47 Kalashnikov assault rifle then the choice is yours.
P.S. The "Horned Hand" sign wards off the evil eye so if your neighbour is looking at you in a funny way, just scratch your chin with your two outer fingers.
P.P.S. Did you know my uncles are the Kray Twins.
Yours insanely,
Antonio Biaggi (Newport Mafia), NPT, Gwent.

- *They don't call Big Al' 'Elliot Ness' for nothing you know. Well, in fact they don't call him Elliot Ness at all, but he's still pretty handy with a water pistol and a plastic truncheon. More to the point we know you're lying about having our relatives. The entire crew's living relatives were in fact sold off as a job lot for space research six months ago and we haven't heard of them since.*

SPECTRUM CRUSADE

Dear S.U., Recently, I've been the recipient of a lot of teasing at school, this is because I own a Spectrum +3 and recently corrected my physics teacher who said that the Megadrive is a computer and he can program it and add a keyboard to it and



a lot of other rubbish. Unfortunately, my class mates believed him, and to get my own back I'm asking you to send me the wonderful Space Crusade (+3 Disk if poss) to prove the Speccy's power to my class mates and my father, who wants to exchange my Speccy for a games console.I'm sure he'll see sense when he sees Space Crusade on my Spec. Don't let a dedicated S.U. reader down.
Yours Hopefully.
Marc Graham, Londonderry, Northern Ireland.

- *Marc, you seem to be stuck in a pretty tight corner there. You are of course completely right about the megadrive and the Spectrum too. It is the best computer in the universe! I also hate the way teachers always have to be right and their pupils wrong when sometimes, as in this case, it's obvious that the pupil knows more. YOur teacher may be a science wizard but I'll bet he doesn't have a clue about computer games. Give 'em hell. Space Crusade is on its' way.*

BITE THE DUST, DUST

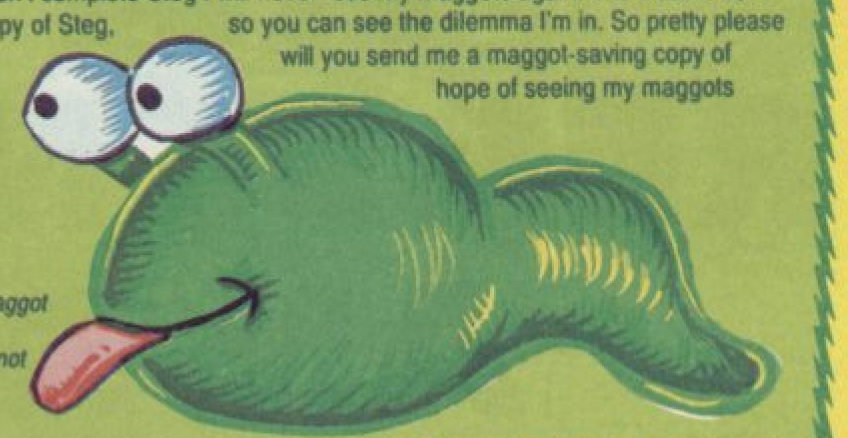
Dear S.U., Please, please, please (and more pleases) could you help me and my faithful Speccy. It started when my dear, dear Spectrum was put together and a bit of dust floated in and told the Memory chip not to work unless a tape version of Shadow of the Beast was loaded. This is very annoying because the chip agreed with the dust instead of me. It just shows you that size isn't important and I need a copy of Shadow of the Beast! So please, please see what you can do.
Yours Truly,
Hopefully and Worriedly
David Carr, Hampton, Middlesex.

- *Ho Dave, you just can't trust these pieces of dust, I have one in my eye at the moment and it's telling me not to send you out any software. Luckily I'm not listening to it so 'Shadow' is on it's way out to you.*

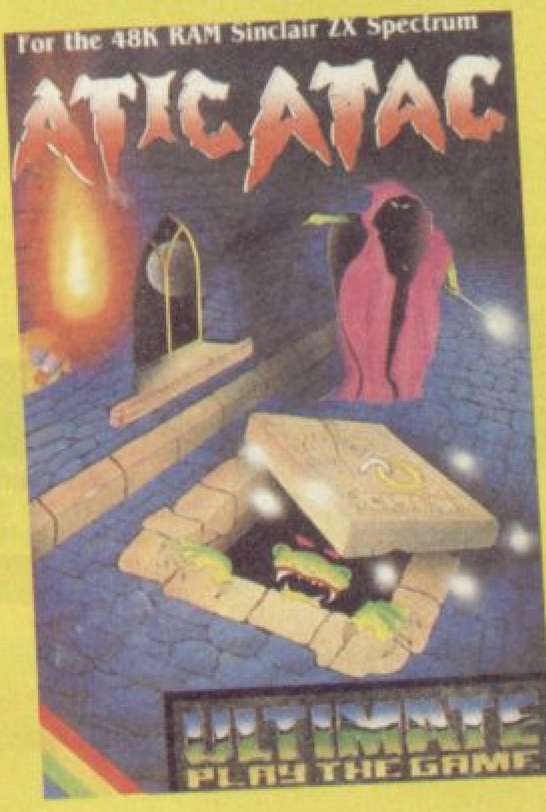


WHAT A MAGGOT!

Dear Al, Yesterday, some mutant slugs landed in my back garden. They stole my maggot farm and said if I don't complete Steg I will never see my maggots again. The trouble is, I haven't even got a copy of Steg, so you can see the dilemma I'm in. So pretty please will you send me a maggot-saving copy of Steg. You're my last hope of seeing my maggots again!
David Wilson, Peterhead, Aberdeenshire.



- *Why did you have a maggot farm in the first place? Revolting. No you can not have a copy of Steg.*



LONG TERM PROBLEM

Dear Big Al', Please could you send me WWF and Terminator 2 as I've been an S.U. reader since September 1988, I'm enclosing the cover to prove it). I enter your compos every month and have never won anything. I've had three Speccys since 1984 and I'm enclosing my very first game as well, it's Atic Atac by the once brilliant Ultimate. I've also worked out that in the past three and a half years, I've spent over 85 on your brill magazine and stamps for compos, so it would be very much appreciated if a loyal reader like myself were able to receive at least one of these games.
I've also enclosed a stamp for 1.
Scott Miller, Wellingborough, Northants.

- *Scott, you think you've got problems, we actually have to pay to work on S.U. and survive only by holding down evening jobs too. I'm sending back all your bumf but not a game. Garth stole our last few copies of WWF and T2 when he left and I don't have the time to get any more. So sod off, but keep on trying the compos, we've got some super ones coming up soon.*

GAME: Gary Lineker Collection LABEL: Kixx MEMORY: 48K/128K TAPE£9.99

THE LINEKER COLLECTION

SUPERSKILLS
HOT-SHOT
ITALY 1990
SUPERSTAR SOCCER

Breaking people's legs, swearing, getting drunk, fighting and having his picture taken with strange women in nightclubs are all things that Gary Lineker has never done.



A selection of teams from Italy '90

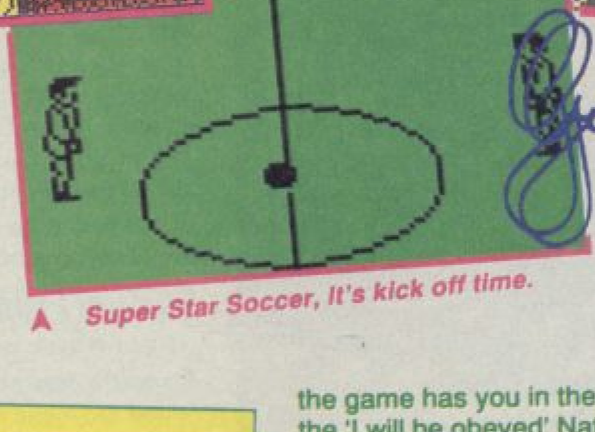
He's never put his name to a football compilation before either but he has put it to a few games so now US Gold's gathered together four footy titles that some of you may be too young to remember and put them all together on this pack. Ah, the nostalgia of it all.





Wey hey, it's an Italy '90 corner kick go for it!





Super Star Soccer, It's kick off time.

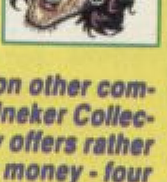
Gary Lineker is a household name. And just like Domestos and Mr. Sheen too, he's well known and has a squeeky, just out of the shops sort of clean image. His three foot ball games to date, Super Star Soccer, Superskills and Hot-Shot were fielded by Gremlin up to four years ago so these three games may well seem pretty new to more recent Spectrum owners.

Super Star Soccer combines the factors involved in building up a squad and actually playing matches in order to progress from the 4th division. However, in the arcade section of the game control becomes rather vague, leaving you with a feeling of being left on the sidelines a little. This feeling of not quite being on the field is however fully addressed in Hot Shot! Which, whilst being strikingly similar to the former, has far better controls.

There are no problems with control however in Superskills as the game has you in the role of the 'I will be obeyed' National Coach. All your hard work is put into actually training and coaching your team and putting out a national squad that we all can be justly proud of. (And wave our Union Jacks and shout a lot too. Hurrah!) So get out those shredded wheat and feed your team, you know it's the only way to win.

The only non-Gremlin game on this Lineker compilation is Italy 1990. Released by US Gold to coincide with the World Cup in June 1990, it is the most recent of the games on the pack and is almost a hybrid of the two former games, centred around the world cup teams of 1990. It's a full, diving, sliding, tackling arcade football game with each member of your team having different abilities so that you can opt to play them in various positions. This game is possibly the best of the bunch for sheer arcade action. The game moves quickly and control is responsive and has a good feel.

Garth



With Italy 1990 as the best game on the compilation and the others not having been over used on other compilations, the Lineker Collection actually offers rather good value for money - four reasonable games for less than the price of a first class International striker.

THE LINEKER COLLECTION scores

OVERALL 80%
Tony Naqvi

The Lineker games just haven't been available together like this or on budget before so this pack will actually fuel anyone who wants to play a range of different football games. It's not a spectacular collection but it does have a variety of games which newer users will not have seen before.

Sorce



Greetings, mortals. Genuine fans of adventure games on the Spectrum will be familiar with the name Tom Frost. Tom, and his company Tartan Software, has been writing and releasing top quality adventure games for a good number of years now, starting with 'Magic Treasure' and continuing all the way up to 'The Lost Dragon', with numerous other games in-between.

I recently got out my unicorn and chariot and zoomed up to Tom to find out a little bit about his particular brand of adventure games. After hanging him up by his toes and threatening him with a five foot sword the following conversation took place.

Sorceress: Horrible human, what was the first home computer you ever used?

Tom Frost: It was a ZX81 with 64K Rampack - Shades of white outs!

SORC: So what made you take an interest in adventure games?

T.F: My first interest stemmed from the events which occurred in my workplace where they were about to install a computer in the laboratory. To familiarize us with computers on the cheap (it was a long time ago,) the "powers that be" set up a ZX 81 with a tape player, a black and white TV, and a load of mags and arcade games with orders us to become computer literate in a hurry. We had only played the arcade games a few times when someone mentioned a completely different type of game where you have to use your brain to solve puzzles and investigate clues. I went out and bought one to try out named Inca Curse, which I'm sure hard core adventurers will all remember, anyway when I typed in the command "Kick Door" and got the response "Ouch" I was well and truly hooked and I've never looked back since.

SORC: (loosening the thumb screws at last), Tell me, Scots minion, why did you start writing your own adventure games?

T.F.: Because I thought I could improve on those I played. At least

The Secret Of Little Hodcombe: (from the start)

The rusty nail will help to prise a stone loose from the wall, the stone should be used to break the window of the garden shed, the brass key unlocks the front door of the cottage, the rope enables you to climb back out of the crypt again, the lantern allows you to see in dark locations, the steel key unlocks the back door of the cottage, the plank is long enough to span the gorge, the mistletoe is a gift for a Celtic warrior, after you have brought the matches at the inn you can use them for lighting the lantern, he piece of paper is a request for help, buy the vicar a drink in return for some information (also talk to locals), opening the casket adds some points to your score, the ladder is needed to climb back into the study from the passage...to be continued.

Escape From Pulsar 7:

(from where we left off)

Carry the screwdriver blade and the piece of wood the make a screwdriver, the rough metal bar is a red herring, the magnetic boots stop you from drifting away, feed the drugged cake to the creature to get the boots, avoid the creature when daylight ends by going to a nice warm bunk and sleeping, search the wreckage to find another bunk then go back and examine ceiling, fix the oven with the round block then bake the cake, go to the larder and find a bag of flour and raisins (the larder can be carried. This provides an exit from the maze as you can



Witts

up until then, now I know better!

SORC: What computer languages do you use?

T.F.: I started off in Spectrum Basic, progressed onto a combination of basic with Machine Code (i.e. without an assembler), and ended up writing my own utility as I got fed up writing the same routines for each subsequent adventure. This utility is still available from Tartan Software for the meagre price of 4.95.

SORC: And well worth it, I'm sure! What do you think about other adventure writing utilities?

T.F.: Until recently, I hadn't used any utility other than my own. However, after I published The Lost Dragon on the Spectrum, I was inundated with requests from Amstrad owners to convert it to their machines. So I did, but I wrote it on the PCW8512 using PAW, and I found PAW really easy to use.

SORC: When was Tartan Software formed?

T.F.: Tartan Software came into being in 1984.

SORC: WHY was it formed, man?

T.F: It was formed mainly, I suppose, because other companies refused to publish my work!

SORC: Why the name Tartan Software? Was it just the Scottish connection or did you know that SU's own Sorceress likes haggis and thus would be bound to like your company?

T.F.: The name Tartan is purely because I take pride in being Scottish. Or even, NOT ENGLISH, if you prefer.

SORC: That's OK. I'm from another world anyway. What do you reckon you'll be doing five years from now though?

T.F.: I will be glad to be alive and kicking (I'm 55 now). And if you ever let me escape from your lethal but ever-so-lovely grip I'll still be writing and publishing text adventures if people continue to be interested in them.

SORC: Good! Of the games you've already written, what's your favourite?

T.F.: Favourite? I suppose it is always the latest one, but I have a kind of love affair with Double Agent, as it involved several people and broke new ground in presentation and in playing-mode.

SORC: Finally, before horrible Big Al' tells us we've run out of space, what are your other hobbies apart from adventure writing? Or do you actually have TIME for any other hobbies, like spells or witches cauldrons perhaps?

T.F.: My only other hobby is arguing with play testers about the merits of suggested changes to my adventures! I suppose in truth my only hobby is my "day-time" job, which provides the finances to support my hobby.

Many thanks to brave Tom, and if anyone wants further information about Tartan Software and their splendid range of Spectrum products, the address to write to is: 61 Bailie Crescent, Montrose, Angus DD10 9DT.

eress



enter it then go north and reappear in the galley), pour the bottle of water when carrying the flour, cake tin, raisins and tablets to get the cake mix...to be continued.

Stalker: (from the start)

The blaster can only be used once before its power is exhausted so use it to kill the bear, the barrel is full of fuel, the very sharp shard makes a good knife, dip the parachute material the fuel and tie it to the branch to make a torch, strike the flint on the boulder in Crawler's cave to light the torch, dig when the electronic device beeps, give the fruit the native girl to restore her strength, the video disc contains evidence of Holden's innocence, kill the bear with the blaster and skin it with the shard.. to be continued.

Appleton:

(from the start)

Read the book for a clue, take the cash box back to the vicar (who will probably be in the vicarage garden), give the chewing gum to the choirboy, you need to have the cord when starting the motor, the crowbar is found in the toolbag and is used to open the locker in the maze in the old mine, wear the ear plugs to visit the top of the belfry, the empty petrol cans holds the petrol from the launch, the garden rake can be used to rake the leaves in the well, the glass of beer should be bought then drunk for access to the billiard room, the keys are found in the well and unlock the car, shed and trapdoor, the knife should be used to cut the tubing.

Davy Jones Locker:

(from the start)

The rope and hook will fish up useful items from the sea bed, the one-legged pirate will be grateful for the sock, the electric eel will serve as a torch battery, the only thing you need on the bike frame is the pump, the razor fish can be used for a shave, inflate the dinghy with the pump, the mermaid will let you in for six quid, playing the computer game will help you answer the old man's problem, read the palm on the palm tree.. to be continued.

End

Getting you Started

Pride Of The Federation:

(from where we left off at the start of part two)

Down, e, kill Jacko, drop gun, drop bottle, drop cloth, sw, get cylinder, examine cylinder, wear cylinder, ne, se, e, get card, open cupboard, get watch, examine watch, wear watch, press button on watch (displays your I.D. number - AK 5335), w, s, s, se, e, s, ne, examine plate, get ring, examine ring, wear ring, sw, s, examine unit, look in unit, get lamp (the ring saves you from injury but is ripped from your hand and disappears into the unit), s, look in toolbox, get pliers out of toolbox, n, n, ne, s, e, e, e, n, examine locker, pull padlock with pliers, get handle, examine handle, drop pliers, w, w, s, w, n, n, get box, examine box, sw, w, sw, turn nut with handle...to be continued.

Challenge Of Ithyus:

(from where we left off at start of part two)

Password - "say puppy" - s, s, s, e, e, jump chasm, s, slowly s, slowly s, get star, slowly n, slowly n, n, n, up, e, e, get gloves, wear gloves, w, n, n (you see a crossbow), get arrow, insert arrow, pull trigger, s, down, s, jump chasm, w, w, n, n, n, drop all, e, crawl,

Sorceress



e, e, get bottle, w, crawl, w, get all, n, n, e, e, s, examine rocks (you see a scorpion), catch scorpion (with bottle), smash stalactite, get stalactite, n, w, w, s, s, s, e (you see a dog chained up), e, e, release scorpion (scorpion kills a man but he says to free the dog say "evap"), kill scorpion, drop bottle, look, get sting (with gloves), w, w (ignore dog for now), w, n, n, n, jump ledge, s (you see a bird), throw sting, w, get key, e, n, climb rocks, s, s...about this time you fall asleep, so...to be continued.

Jekyll & Hyde:

(from where we left off)

When you emerge from the sewers, you change into Dr. Jekyll but find that you're the driver of a steam locomotive. In the cab are two levers (marked Steam and Brake) and a handle (marked Release Valve). If the pressure builds up too much, the train explodes, and the Release Valve will not operate if the Steam lever is open, so, bearing that in mind...close brake, close valve, open steam, r (train starts to move with pressure at 1100), close steam, open valve, close valve, open steam,r (press R several times until you see the signpost)...nearly there! to be continued.

Energem Enigma:

(from the start)

Get plant (cheese), n, w, examine leaves, get lantern, lantern on, e, s, s, s, examine tracks, get key, south, examine well, examine bucket (for cigarettes), get cigarettes, drop cigarettes, get handle, s, w, s, e, e, s, u, u, s, dig, get tin, n, w, examine alter, examine statue, get helmet, wear helmet, e, d, d, n, w, w, n, n, w, u, w, w, s, examine portcullis, insert handle (in notch), turn handle (opens a door), down, unlock chest, open chest, examine chest, get crystalmeter, up, turn handle, get handle, north, examine things (in bandit camp), get pole, e, e, drop handle (and key for later use), w, d, e, s, e, n, n, n, n, w, w, vault river (with pole)...to be continued.



The Hermitage:

(from the start)

N, u, n, w, w, exam table, get bottle, exam bed, get blanket, e, e, e, e, exam furniture, exam body, get dagger, w, w, n, w, exam seats, get crucifix, n, e, e, search pulpit, get bible, s, exam font, fill bottle, w, s, s, d, s, s, w (beside a river), wet blanket, wear blanket, e, s, e, e, e, in, get body, exam body (you get some coins and a flint), w, n, n... to be conti nued.

Letters

R. Anderle, from Rochester in Kent (home of the first Borstal, apparently!) writes: In the game called 'The Lost Temple', there is a winding passage which is full of slime that you can't go across. Is there a way of getting rid of it, and if there is, what is it?

* *Ah yes, the slime. First of all, make a pair of gloves out of some leaves, and wear them to protect your hands when you join the silver hemisphere to the gold hemisphere and thus make a glowing sphere. You can then roll this down the passage, and it will burn up all the slime. I suppose this makes it the only desirably slime-ball in the world!*

David Maclean, whom Tom Frost can be proud of because he comes from Stirling, writes: Somebody told me that in order to kill the wicked witch in part two of The Axe Of Kolt, you have to make a poisoned dart. I'm having great difficulty in doing this, and wonder if you can help.

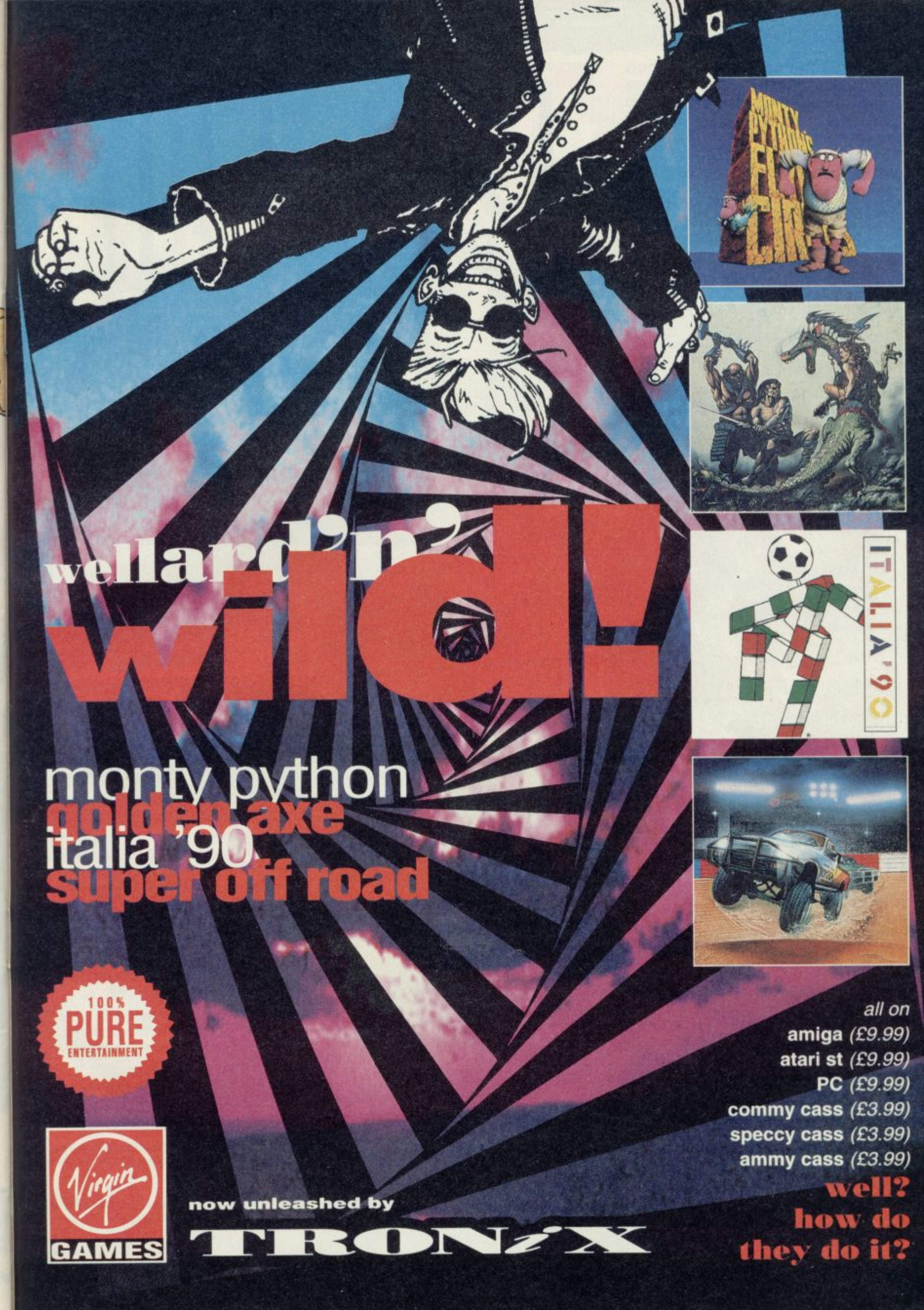
* *Simple question, tricky answer. Right, the ingredients for this dart are: Start with the piece of cotton dropped by the magpie when you fired a stone at it. Next, you need to take a thorn from a thorn bush and cross the river to find a stunted sapling. It has a bent branch (no comment!), so break it, dip it in the sticky resin thus exposed, then stick the cotton to the thorn. Now go to the dead spider and dip the thorn in the poison. Hopefully, you now read the grimoire under the wardrobe in the house concealed by the mound. If so, you know the spell to cast on the dart before putting it into the bamboo tube and blowing it at the witch. What bamboo tube? You may ask... Well, you have to do SOMETHING by yourself!*

Lee Connolly, a Woking resident, writes: In the game 'Phoenix', you have to cure a number of people who are suffering from various ailments. The one that's puzzling me is the character known as Rhalina, who's suffering from warts. I think you have to rub something on them, but nothing that I've tried seems to work. Can you please tell me how to solve this puzzle?

* *The old "curing warts" routine, eh? Well, it's not the method I was taught, but it seems to work in this game. You are halfway there in saying that you need to rub something on the poor girl's warts. In fact, you have to rub snails on them, and then press the snail onto a thorn. Hey Presto! Problem solved, warts an' all.*

Sue Moore, of Wolverhampton stock, writes: for a variety of reasons I've had a lot of time on my hands, and have been playing some "golden oldies". one of them is 'Castle Thade', and I'm stuck (again!). I've managed to find a grill by cutting some grass, but I can't open it. any ideas?

* *The first thing to realise is that you personally cannot open the grill, and you need to find some help. What you have to do is take the bottle of liquid (which you should have filled from the cauldron) to the bear's cave, then go back to the grill and drop the bottle. The bear will follow you, and in order to get at the bottle (which has fallen through the grill) it will rip off the grill and allow you to enter.*


wellard'n'
wild!
monty python
golden axe
italia '90
super off road
ITALIA '90
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ammy cass (£3.99)
well?
how do
they do it?
Virgin GAMES
now unleashed by
TRONiX

BONANZA BROS.

Mobo and Robo aren't ordinary citizens of Badville. It isn't their resemblance to a jar of jam and a Thermos flask that's being referred to here, but rather the hugely successful life of crime which they have just put behind them. Although Robo and Mobo made quite a living out of the banditry business they never did crack the fortune which they so wanted. So imagine their surprise when, whilst watching TV, a shadowy face appeared on screen asking them to burgle a chain of his businesses.



Jam jar and Thermos flask or first rate super criminal? Your choice.

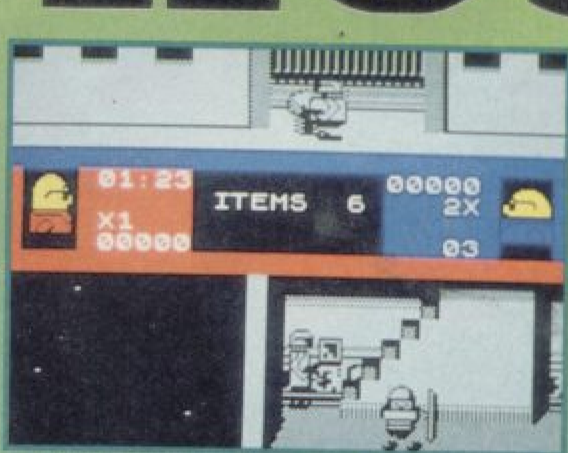
Of course, at this point, most people would complain of a headache and go for a lie down, vowing never, ever to drink before lunch again, but the brothers decided to listen on. It transpired that the figure they were watching was one of the town's leading entrepreneurs wishing to test his security against the two greatest thieves alive. Sadly, they were unavailable, so he decided to plump for the Bonanza Brothers instead.

The deal was this - the man had placed certain valuable items around all his buildings. It's the Bonanza Bros' task to retrieve these items without being caught. Whatever they escaped with they could keep, but if they were caught, they went to prison. Never ones to pass up the opportunity of life-long riches, Mobo and Robo opted to go along with the scheme.

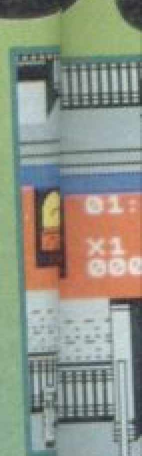
Bonanza Bros is a conversion of the popular Sega coin op which was released a couple of years ago. It's a split-screen platform affair for one or two players, although in one-player mode still only half of the screen is retained. Each screen is capable of scrolling independently so the brothers can wander off in different directions should the fancy take them. The idea is to leg it around the ten buildings of your barmy, security conscious benefactor, stealing certain indicated objects whilst dodging the guards. Once all the items from a



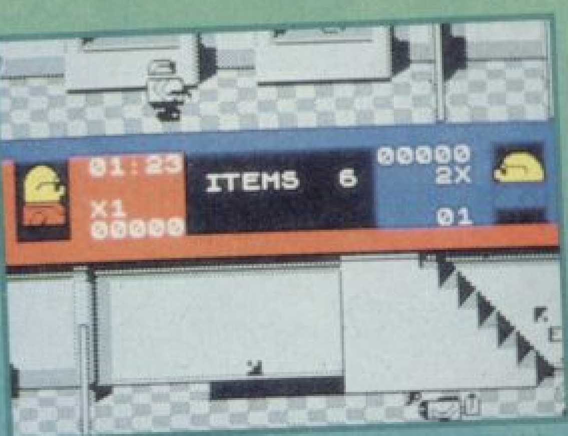
The guys move in opposite directions.



Watch out, there's a guard at the bottom.



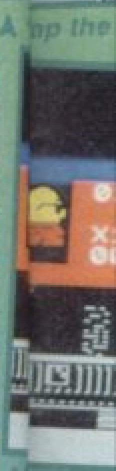
...ap the



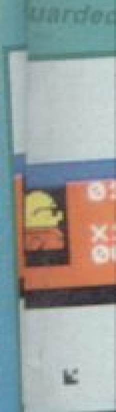
Mobo's dead, but Robo's found something.



Action looks good on both halves of the screen.



...ouldn ...uarded



Just...

CRIME TIME

Although Mobo and Robo have made a name for themselves through their wacky computer games, they are not the only criminals in history who have achieved fame in an unorthodox manner.

DICK TURPIN went down in the annals of time for putting a tea cloth on his head and holding up coaches.

ROBIN HOOD is possibly the most famous criminal of all time, and he did it all wrong by giving away everything he filched! Doh!

NED KELLY made quite a name for himself in his native Australia by wearing a bucket on his bonce.

THE KRAY TWINS became stars when them two out of Spandau Ballet made a film about them.

Finally, AL CAPONE got into the history books by killing lots of people.

THE TWILIGHT ZONE

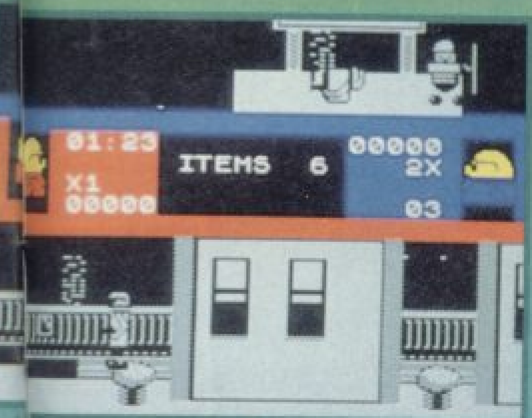
The people behind the Spectrum version of Bonanza Bros. have certainly proved their mettle. They are Twilight - the very programmers responsible for many other Speccy hits including WWF! Bonanza Bros may be their most successful title to date - although by taking on the job they've certainly set themselves a big enough task!



These guys are everywhere, here we see them stealing a skateboard from a local park.



Zap the doors by pressing fire, but watch out.



Wouldn't you know it, the gold is well guarded.



Just paintball 'em if they get in your way!

particular building have been collected, your Brother must then escape to the top of the joint where his getaway balloon awaits.

Mobo and Robo are far from defenceless in their quest for the gear. They have remembered to pack their super paint-pistols, a few shots of which are able to stun most guards. There are also a number of amusing traps with which to confound or dispose of the security men... Rakes lie on the floor just itching to be stepped on, just so they can spring up and whack the luckless victim in the face. Press the pile driver button whilst an enemy is situated beneath and observe his demise. The brothers can also disguise themselves as robots to confuse the guards into pacifism.

The Spectrum conversion of Bonanza Bros is certainly ambitious, featuring as it does that split screen for simultaneous two-player laughs and japes and ray-traced graphics to make it as similar to the arcade as possible.

The advance copy we've seen is definitely shaping up to be a real winner, the scrolling is smooth and the action is pretty fast. Our only worry is that it might be a little short. Although the levels are reasonably challenging, there are only ten of them. Sill, whether or not this lets the game down will have to be seen in our fantastic review, coming soon.

T-Shirt Bonanza



We here at SU are so excited by the imminent release of Bonanza Bros that we just *had* to hold a competition in its honour. For this end, we obtained 5 colour TVs, 5 NICAM video recorders and 10 top-of-the-range micro stereo systems. True to the spirit of the game, we hid the prizes in some rich peoples houses, so you the readers could have the joy of acting out the part of your favourite Bonanza Bros. Unfortunately, we can't actually remember which houses the swag was hidden in, and when we started knocking on the doors of wealthy families and asking for their stereos we were more often than not roughly escorted out of the grounds. Still, we have managed to blag TWENTY fantastic Bonanza Bros T-shirts from those lovely people at U.S. GOLD. These exclusive black garments are machine washable and are decorated with a spiffing Bonanza Bros design. If you would like to win one of these wonderful fashion statements (and who wouldn't), all you have to do is read on. (well, and enter the competition too).

The object of the Bonanza Bros game is to defeat the security systems of ten buildings. What we'd like you to do is come up with a security system which even the Bonanza Bros couldn't get past. It can be whatever you like, a trap, a guard, a even a small pair of fluffy dice (although they probably wouldn't be much good), and we'd like you to draw it and send it to:

Hand Over That T-Shirt Guv, And Don't Try Anything Hasty Competition, Sinclair User, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU.

Competition closes 18 June '92, so don't be late or someone might just nick the prizes!

COIN OPS

This time of year, it's more about getting out there and playing vids than sitting down and making them - still, if you can pry yourself away from the joysticks for just a couple of seconds, you can find some well 'ard items to spend your money on. Check out the latest kickin' coin ops right here as SU's very own arcade aficionado John Cook raves on (as usual) about the faves. (And tries to impress everyone with his knowledge of music.)

GRAND



With the Formula One season now pretty much under way - (Singing, "One Nigel Mansell, there's only one Nigel Mansell, one Nigel Man-sell, there's only, etc, etc") - all those budding drivers out there might be looking for some new challenges, and there are quite a few options to choose from, this year.

First of all, you can learn how to hotwire a car, dodge around an alarm, nick a Ferrari and do a bit of joyriding. This does present a few disadvantages, however, like gaining the disapproval of the Her Majesty, her Parliament and her Constabulary (it's against the law), eroding the moral fabric of our society (it's not nice) and possibly incurring severe personal lacerations and abrasions, not to mention assorted fractures, ruptures and haemorrhaging (going through the windscreen at the end of a car chase carries a Sinclair User Health Warning). So don't take this course of action kids, don't do the wrong thing!

Much better to nip down the arcade and drive a few vids, eh? The newest of which is Grand Prix Star from Jaleco.

Most commonly found as a cabinet with two linked units, Grand Prix Star allows you to race against friends and sort out the men from the - well - men who can't drive quite as fast as you. (And, of course, the girls who can drive faster than anybody else - Yvette.)

Controls are quite standard, with steering wheel - giving suitable shake feedback from the track, similar to Hard Drivin' - hi-low gearstick on the right and accelerator and brake on the floor. View is from behind and above your car - as it is in Final Lap or F1-Exhaust Note - rather than the 'In the cockpit' view of Driver's Eyes or Super Monaco Grand Prix.

OK - you've started the game and you're on the grid of the German Grand Prix, engines racing! There are four laps to go and 8 other computer controlled cars to deal with - plus another human competitor if you are playing with a friend, so watch out!



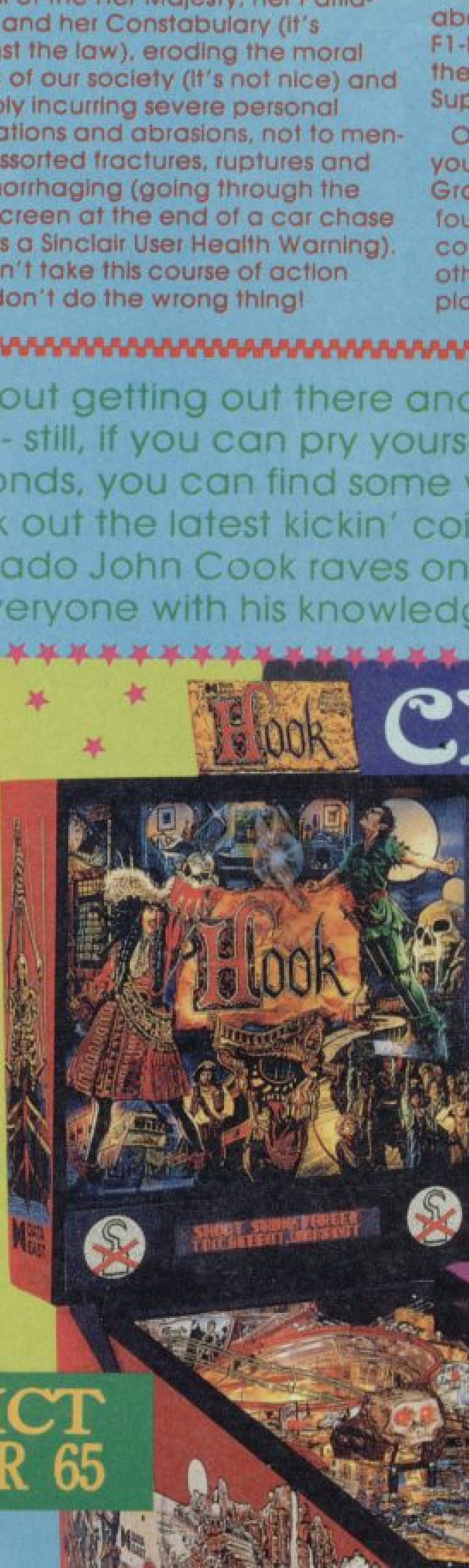
Hook

Data East

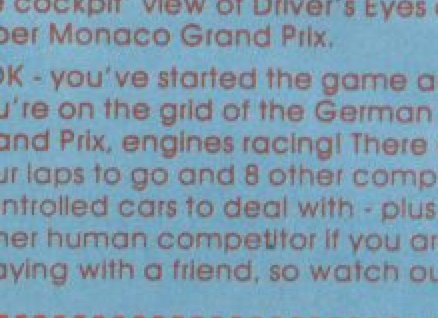
Seen the movie yet? Yeah, well the good news is that the pinball table is much better. The bad news is that it's still not great. Although boasting a table design that you really will need sunglasses to play without causing serious eyestrain, as well as more sampled sound than the average Art of Noise CD, Hook fails to make it on a number of counts, for me at least.

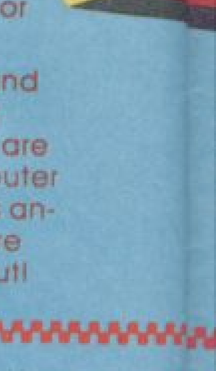
It's too complex for beginners, yet too random for an expert, it never quite gels and although there are a number of neat design features that will undoubtedly find their way into other, hopefully more playable, Data East tables, alas Hook doesn't quite cut it. There's a joke there somewhere, y'know.

ADDICT FACTOR 65



CRYSTAL





OK - so the new series is now in progress and you still think that the guy running the show is weird, soup to nuts. You're right - but ever fancied playing the game for yourself? A computer moderated version is now playing up at the Sand Castle in Blackpool South Beach and, honestly, is well worth a go.

PRIX STAR





Jaleco

The game is structured so that you start off on the easy German track - then if you do well enough it's on to Monaco (tricky) and if you do OK here you'll hit the Japanese Grand Prix where the Kamikaze driving of the opposition makes it tough to say the least. Another interesting thing those nice people at Jaleco have thrown in is variable weather conditions, with rain on the track making driving conditions just a little bit more tricky - and there's even some night driving sections too!

The overall driving feel of Grand Prix Star is less realistic than some, but this makes it all the more playable and it delivers enough of a punch to get the adrenaline going. Worth seeking out - if you can't find a Final Lap II handy, locally.

Foot to the floor stuff, Grand Prix Star really does deliver in both graphic and sound departments with sprites whizzing past at an incredible rate and as much white noise in the background as an average Guns n' Roses gig. In short it's fast and it's loud.

ADDICT FACTOR 85

AIR RESCUE





Sega

Without question, when it comes to simple technology - well, quite complicated technology actually - then Sega are the tops. Give these guys sprites and they will make them do just about everything you could possibly want. Apart from the ironing, anyway.

Air Rescue underlines this, delivering stunning visuals, playability and a fairly hefty sized game that has an interesting co-operative two player option. Although it does fail to inspire quite as much as I would like it to it is worth a few 10p's of anyone's money.

ADDICT FACTOR 80

Sorry Bride!

I know I slagged Bride of Pinbot a bit several issues ago, but since my local arcade got one permanently, I've decided that it's probably OK after all. Sorry Williams, hope all is forgiven.

Beat The Bat!

Wanna get a good score on data East's glorious Batman? Reverse flip the ball up into the Joker's eyes with the left flipper. When it comes out again, you can catch it again and repeat the manoeuvre twice more for several million. Continue until you get a replay. Simple, isn't it - but remember - DON'T PRESS BOTH THE FLIPPERS AT ONCE. OK?

MAZE





Blackpool

An interactive video gaming extravaganza that truly is, "for all the family" - blackmail the parents to join in and experience a bit of 'yoof' culture hands-on.

Currently open week-ends from 10am to late, it'll be on line seven days per week as from July 1st. Cost? £2.99 kiddies, £3.99 adults, £12.00 for the whole family. And you can win big, big, prizes! Well, quite big ones anyway. Call 0253 408100 for more details.

GUARDIAN OF THE HOOD

Atari

Straight from the makers of Pit Fighter, Guardians of The Hood is yet another beat 'em up bash from those past masters of the Genre, Atari. Pit Fighter was a major success because of its' large, realistic sprites and furious gameplay but unfortunately it didn't transfer very well on to home computer formats. However we have been waiting with bated breath (so to speak) for the follow-up and it's finally here.

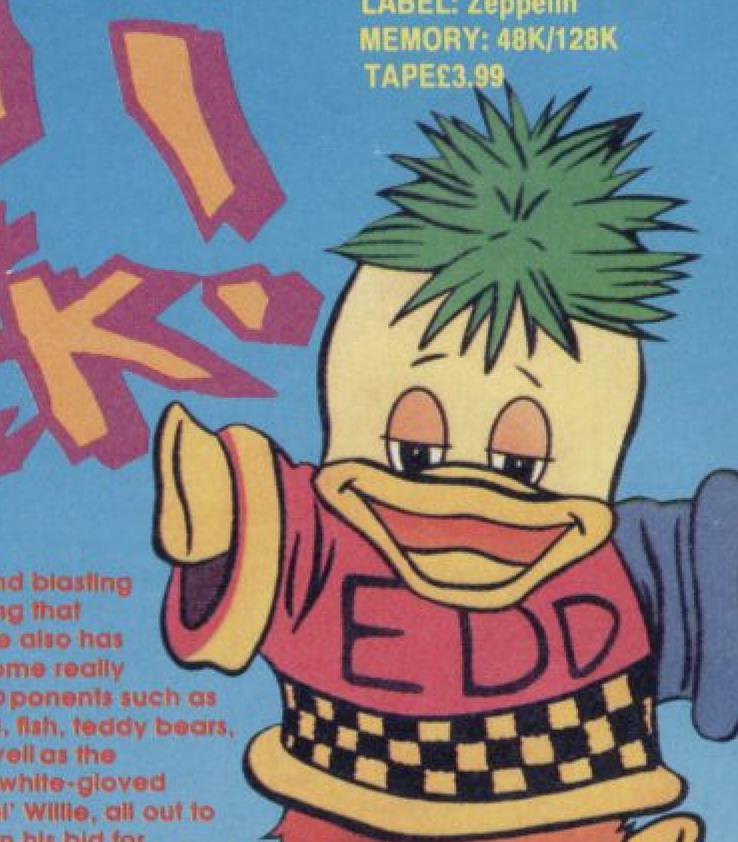
Another game with large digitised sprites, Guardians Of The Hood is a hip, street cred' beat 'em up all about sorting out some bad dude drug crazed Yardies who are terrorising the good old USA. Not the sort of coin-op that your average rastafarian will appreciate (as it seems to be mainly them who get bashed up in this one,) and as such it's not a great advertisement for racial harmony, or for that matter a very good game. There is lots of action but not very much lasting appeal. Unfortunately this isn't much of a Pit Fighter follow up.



ADDICT FACTOR 33

Edd the Duck!

GAME: EDD THE DUCK
LABEL: Zeppelin
MEMORY: 48K/128K
TAPE£3.99



Steve



Edd The Duck was slated the last time it was reviewed here in SU as a full price release. It just didn't have that special something a game needs to make it worth the money. Now, as a budget release, it is much more accessible to the younger players who will appreciate it most. Loadsa' fun.

Scores

GRAPHICS	79
SOUND	41
PLAYABILITY	79
LASTABILITY	80
OVERALL	79%

Tony Naqvi

Edd The Duck is splendid vertically scrolling platform game, very Rainbow Islandish with lots of hopping, skipping and jumping around the screen. With only 3 levels, it is rather short but is well worth a look for fans of children's BBC characters!

I couldn't believe it! That little yellow fiend, Edd The Duck, renowned superstar (eh?), master of mischief, boss of the broomcupboard (ha ha!) has gone and got himself his very own computer game!

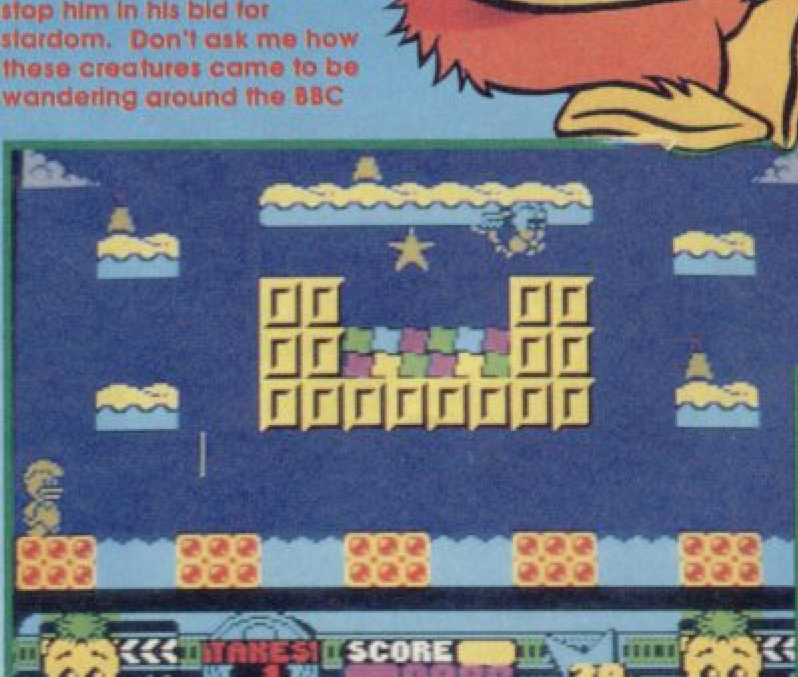
Known to some as a Mega-star, Pop-star and all-around cool dude, Edd has landed himself a new action series, roaming the departments of the BBC TV Centre (what a daunting task), armed with a Snowball Shooter and collecting stars which will eventually get him to the top of the broadcasting pile! Sounds a bit to easy huh? Not so, 'cause out to get him is the royal skivvy himself, the legendary Brutal Butler of the CBBC broomcupboard, Wilson the Butler (Da Da Da Daah!).

Edd has to make his way through nine episodes, collecting 20 stars from each of the three departments: Weather, Special Effects and Children's TV, avoiding Wilson and his evil cronies, the Arglefrogs (!?! This reminds me of the time Garthy was chased around the Scottish highlands by a gang of Argylesocks, but that's another story). However one Blast from Edd's snowball shooter is enough to freeze these evil Edd-hunters, but only for a short time.

Edd The Duck is a platform game where the main sprite has to travel upwards and across, jumping up onto ledges and blasting at anything that moves. He also has to face some really bizarre opponents such as umbrellas, fish, teddy bears, owls, as well as the dreaded white-gloved hand of ol' Willie, all out to stop him in his bid for stardom. Don't ask me how these creatures came to be wandering around the BBC studios without someone noticing, but then, who knows what goes on behind the closed doors of the Big Brother Corporation?

The graphics in Edd are colourful and the scrolling is extremely smooth. However, soundwise, Edd The Duck leaves a lot to be desired with a load of squeaks and squelches and very little else. But then that's life as a duck. The backgrounds can be a little confusing too. The first level looks as though it takes place under water instead of in a weather studio, but apart from these minor hiccups this game is thoroughly enjoyable, not too easy, not too difficult, but enough to keep you hanging in there to give Edd a hand instead of letting Wilson give him his!

A suprisingly fun game, addictive and with challenging gameplay; altogether highly playable. Especially recommendable for Children's BBC fans.



▲ *Edd the Duck goes star hunting yet again, quack.*



▲ *Wow, that sun looks really cool (eh?!!!)*



▲ *Simple detail and colourful graphics.*



▲ *Lots of stars an' lots of bonuses.*



▲ *Frosty the snowman didn't like Edd*

GAME: MANCHESTER UNITED LABEL: GBH MEMORY: 48K/128K TAPE£3.99

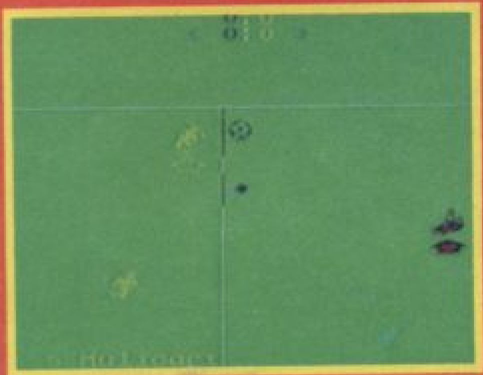
MANCHESTER UNITED

Come on you Reee-eds! Get those teams into training because it's time to kick off with Manchester United, the football game. And what a game it is too!

Originally released by Krisalis during the heady days of the 1990 World Cup, Manchester United was one of the best management simulations on the market and at this budget price, it still is. The game gives you a chance to really manage a football team without having to don a sheepskin coat, chew gum or get involved with any of the normal News of the World type bedroom scandals. Oh no.

Manage your team by picking the squads, supervising training, playing the transfer market and generally taking on the role of the cigar-smoking, wheeler dealing manager that we've all come to expect.





Alan



Ideally suited to 128K machines, Man U is combines action with strategy to give an effervescent cocktail of thought and footy that is deservedly top of the league. Because of this, for the first time ever, I actually enjoyed a management simulation. Man Utd. is, without doubt the Rolls Royce of the genre.

As well as a being a management simulation, Man United also gives you a chance to take part in each of the arcade style matches that the team play. If you do decide to take up the gauntlet you won't be disappointed. The arcade section is almost a bonus game with corners, free kicks, variable power of shots and a genuine 'arcade' feel.

It's really this section that shows the amount of thought that's gone into Man.U. You can just leave the joystick alone and watch your team battle it out, hoping that the up through training will guarantee you the result you're after.

If not, then it's back to the training sessions, transfer market, fixtures and player information, all accessed by the use of excellent on screen icons instead of reading the back pages of the Sunday newspapers.

It's really difficult to give someone a feel for a management simulation. Suffice to say that Man United is my favourite Spectrum simulation. It's more than just a ruddy good simulation, it's a complete football game.

scores

GRAPHICS	82
SOUND	85
PLAYABILITY	90
LASTABILITY	90
OVERALL	90%

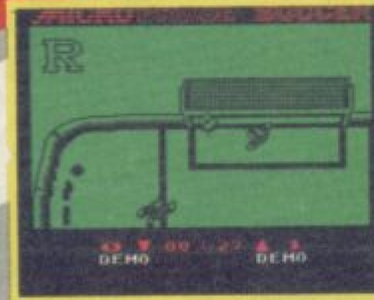
Garth Sumpter

The management part of Man United is quick and control is straight forward (not literally of course), whereas the joystick wrenching optional arcade section puts many a genuine arcade football game to shame.



Ohh, you devils!

GAME: Microprose Soccer
LABEL: Kixx
MEMORY: 48K/128K
TAPE£3.99





Original at the time.

Steve



Unfortunately for Microprose soccer there are a lot of good footie sims currently available which show it up. It may have been the number one for original features when first launched but it's showing it's age now.

MICROPROSE SOCCER

Here we are in the heart of the football season and whadaya know? The shelves are bristling with footy re-releases and that's just why Microprose Soccer shouldn't get into even the second round of the cup.

"That's a little harsh, Garty", I may hear you say but just listen. When Microprose Soccer first stepped onto the pitch, it was set above all other available football games because of its wealth of options. You can play league, international or even World Cup games and you can play simultaneously against friends in leagues with the two player option.

There are variable strength banana shots, selectable lengths of halves and even an automatic action replay of all the goals. And just to make the realism complete, there's an option to turn the weather off or on - which, accurate to British weather, almost guarantees a quick downpour even during the shortest of matches.

scores

GRAPHICS	87
SOUND	85
PLAYABILITY	66
LASTABILITY	68
OVERALL	74%

Garth Sumpter

There are much better budget soccer games around at the moment, and I couldn't recommend this whilst there are games like Manchester United about. A good game to play with a few friends but you'll soon tire.

These are, without exception, excellent options and the banana shot has become a standard requisite of all football games since. So why does the game go offside as soon as you start to play?

Well call me a Saint, call me a Gunner, but the one, absolute necessity for football games just isn't there. There's no real playability. Whilst the graphics, seen from overhead, are clean, crisp and business-like, the control just isn't. It's like controlling a player through a curtain of sludge; you press the fire button, wait for bit and then the player hits the ball.

It's this overpowering sense of reluctance on behalf of the players that you're controlling that takes a match winning concept and just throws it all away before the final whistle. Despite all the options available this the game just doesn't gel from a playability point of view. This is a pity, it does look so good at the beginning.

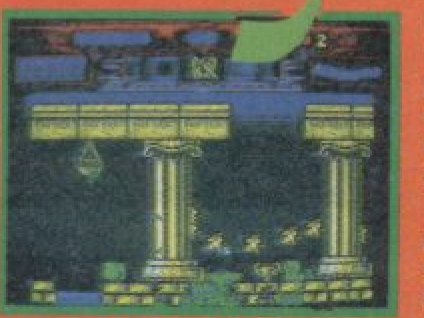


And the excitement is building, he's going to score a goal!

GAME: Myth LABEL: Kixx MEMORY: 48K/128K TAPE£3.99

MYTH

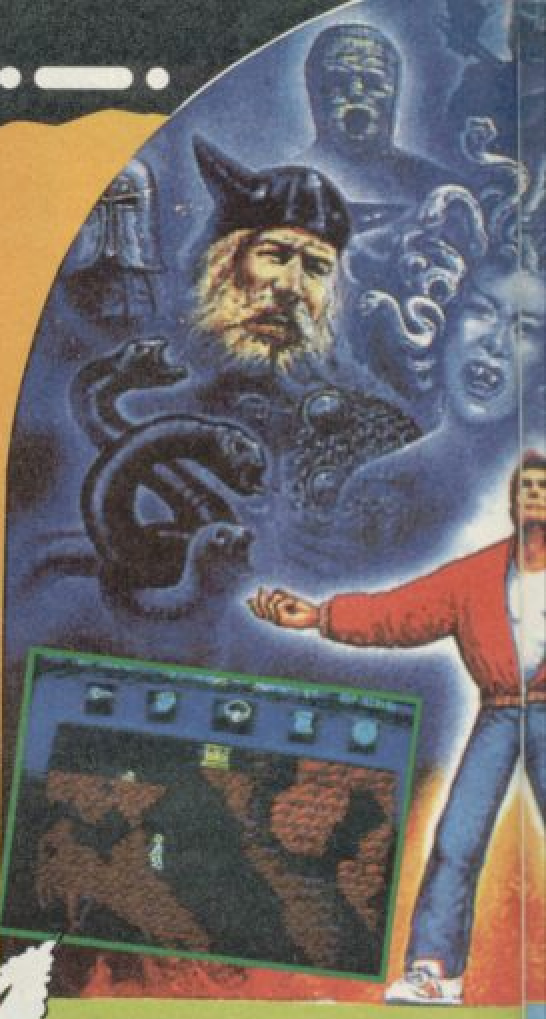
Alan
Well, well this game does manage to cover a lot of ground. Although the action remains basically the same throughout, the number of scenarios and good playability make Myth a classic game.



▲ The many different worlds of Myth.

Some games are a bit hit and miss but, put simply, this game is hit and myth - Aggh, enough of these rubbish jokes Garfy, get on with the review.

History is a really messy place and it's your job to clean it up - if you want to make it safely to your future world end goal that is. There are a lot of different ancient worlds to travel through in this epic (if not necessarily true to history) beat 'em up including Hell (aggh!) ancient Greece, Norse etc. And you'll never get bored, although you might get burned, with simply tons of skeletons, Greek gods, ghosts and Medusas to sort out.



GAME: Escape From The Planet Of Robot Monsters LABEL: Hit Squad
MEMORY: 48K/128K TAPE£3.99

ESCAPE FROM THE PLANET OF THE ROBOT MONSTERS™





This is a game that's.... HOLD IT! There's a barely audible radio message coming in on the space ether band from the enslaved humans of Planet X and it says..."The human race is in it up to their gussets again, as the evil Reptilons have enslaved the entirely female population of the planet X and are working to create a robot army with which to conquer the Earth. Someone please help us...

▼ Nice gun Nigel but where are the lovely ladies?



▲ Check out that computer.

This is it! We're looking for a couple of heroes to boldly free the girls and kill the evil Reptilons, in the budget version of one of Domark's finest Tengen coin-op conversions.

Up to two players can play simultaneously, with the action taking place over a series of metal tiled floors that are populated with various levels of evil, Reptilon robots. Each of the robots have different characteristics and move at anything from a snail's pace to that of a rabid hamster with his bottom on fire speed.

Either avoid or destroy the robots as you make your way around, picking up enslaved girlies and using your potent here though, although it's not very friendly, if you do accidentally shoot a lovely lady, it is graphically rather good. There's also a nice touch if you fall off the edge of a building whilst trying to avoid a robot.

By far the best way of dealing with the robots though is to shoot them. When large robots are shot, they leave behind energy crystals which when collected, will increase your ray power (as shown on the screen) and make you just that little more heroic.

There are escalators between levels which you have to turn on by throwing a switch and on later levels there are evil spiked traps to avoid being impaled upon in order to progress to end of section Reptilons. It's always a good idea to use some of the bombs that you can collect from the lockers to defeat the big nasty and go onto the lift-o-matic that takes you to the next phase. Way to go. Get this game.



▲ Now that's what I call a robot!

scores

GRAPHICS	84
SOUND	85
PLAYABILITY	90
LASTABILITY	91
OVERALL	90%

Garth Sumpter

This just has to be the greatest coin-op conversion that Domark ever did. The graphics on the SAM version are easily the best ever whilst the Spectrum version, even in monochrome, is well-drawn, beautifully animated and hugely playable.

Alan
I've never really been a fan of the 3D like movement of the characters in Escape but there is no denying that this is a very special coin-op conversion that works well, plays well and has a lot of depth on the Spectrum.



Control is excellent. Although the main sprite is quite small he does pack an amazing punch and his range of movements are impressive. Jump, hop, punch, kick, squat and pick up as many objects as you can find to help you on your merry way. At times it's more like a violent aerobics class than a computer game but it still it has lots of atmosphere.

You start out mauling the enemy with fists and feet but can pick up swords, shields and various power-ups such as fireballs along the way. Use these against enemies and to collect icons by shooting at them. At the end of a level, once you've collected enough teleportation icons you'll get transported to the next level and the next scenario, then the fun begins all over again.

scores

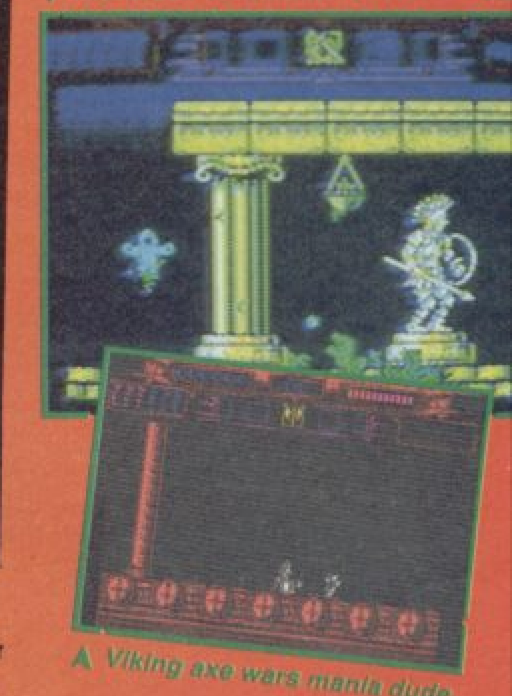
GRAPHICS	89
SOUND	65
PLAYABILITY	85
LASTABILITY	88
OVERALL	87%

Garth Sumpter

This is simply an amazing game. It's big it's beautiful and covers more historic eras than you can shake a stick at. If you're into mythological beat 'em ups this will fulfill your fantasies.

Myth is a spectacular trip through time with the toast of the school athletics team. Your sprite is fast, fit and fully equipped so don't let anyone get in his way.

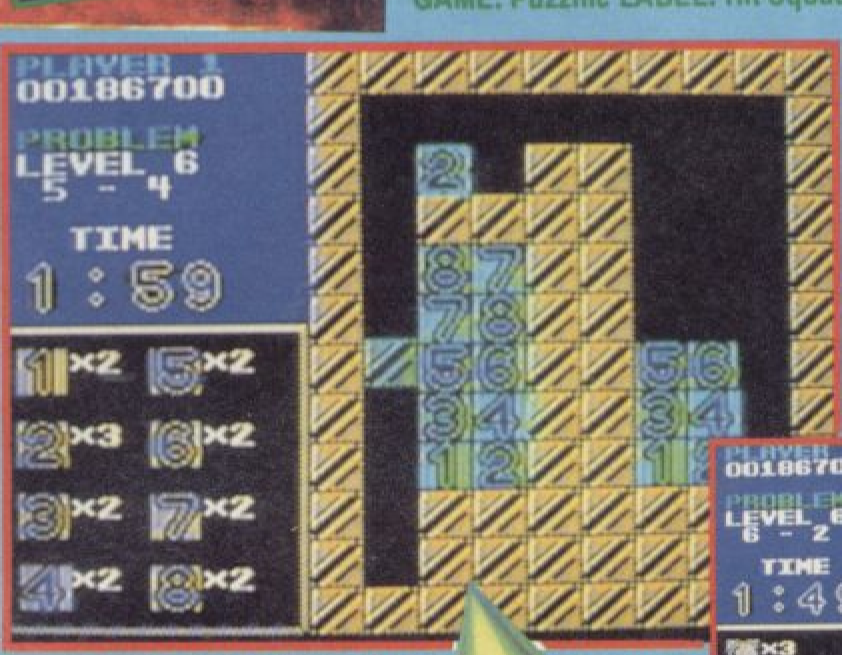
▼ The Greek God statue of doom. Agg



▲ Viking axe wars mania dude.

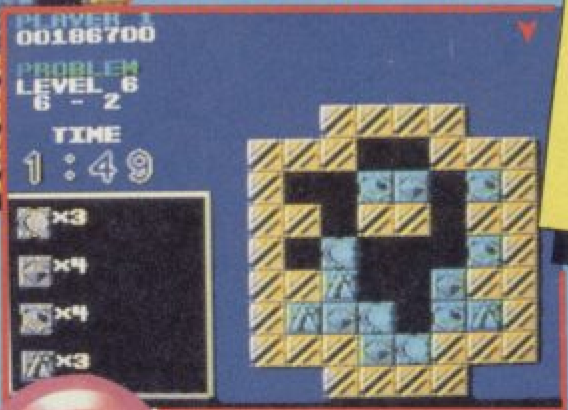
GAME: Puzznic LABEL: Hit Squad MEMORY: 48K/128K TAPE£3.99

Puzznic



Check out the Puzznic bonus screen. ▲

Icons are all easy to distinguish.

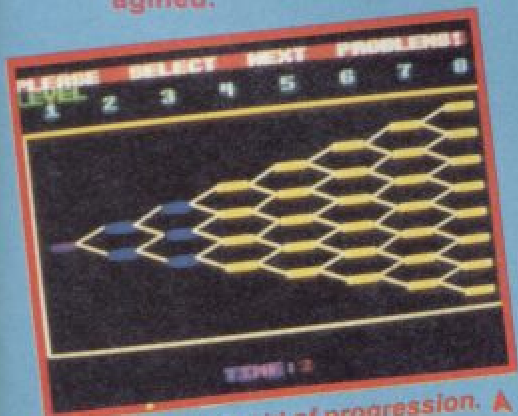


Alan



I'm not a big fan of the puzzle genre of computer games but I must admit Puzznic does tax the old grey matter somewhat. I never spend very long with a game I genuinely don't like but this one kept me occupied for hours on end.

My mum always said that everyone should have at least three square meals a day. This used to confuse me a lot 'cos brussels sprouts, potatoes and a lump of sirloin never looked very square to me. Ever since then though I've had a passion for squares, large or small and Puzznic looks set to provide me with more than I ever imagined.



Puzznic's pyramid of progression. ▲

Puzznic is a pure puzzle game which first came out at a time when Ocean, already famous for their arcade hits, decided to give arcade puzzles and non-shoot 'em ups a chance. It involves moving squares around within a predetermined on screen shape and aligning ones with identical symbols to make them disappear, giving you some yummy score points.

Each successive level has more difficult puzzles to solve with different shapes and odd numbers of individual symbols to deal with. Until you get used to it this can become very frustrating as you wrack your brains trying to find a way to match them all up, but the end feeling, once you've actually completed a few levels, is most triumphant!

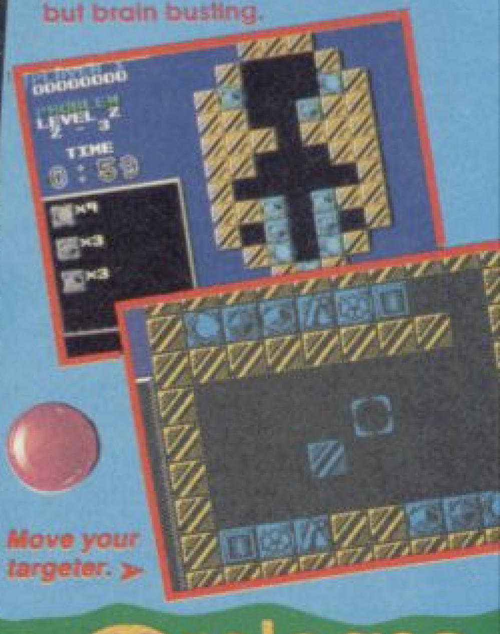
scores

GRAPHICS	83
SOUND	70
PLAYABILITY	85
LASTABILITY	91
OVERALL	86%

Steve Keen

Puzznic is one of those ruddy addictive puzzle games that one ends up spending hours and hours playing when you should in fact be working, eating, sleeping etc. Well recommended for puzzle fans.

The graphics are clear and colourful and it's easy, most of the time at least, to distinguish the symbols on individual squares. There's not much sound to speak of but the overall feel of the game is just as a puzzle should be... beautiful but brain busting.



Move your targeter. ➤

CHECKOUT

Steve Keen, metal maniac and furry animal hater delves into his toy cupboard in order to bring you games of old and new, as well as some rather exciting videos too. There's something here for everyone. So pull on your spending trousers and empty those pockets, you only live once and you deserve some fun!



GIT YOUR MOTOR RUNNIN'



OK kids pull up a beer, er most of you had better make that a Coca Cola! And climb into your rig 'cos we've got a whole lota' racin' to do. Seriously, I think I would have begged, borrowed, stolen or bludgeoned to death a basking seal and her cubs (well perhaps not that last one!) for one of these remote controlled monster trucks when I was younger. In fact I think I could still do Jeremy Beadle a mischief for one, if there are any takers!

Price:£21.99

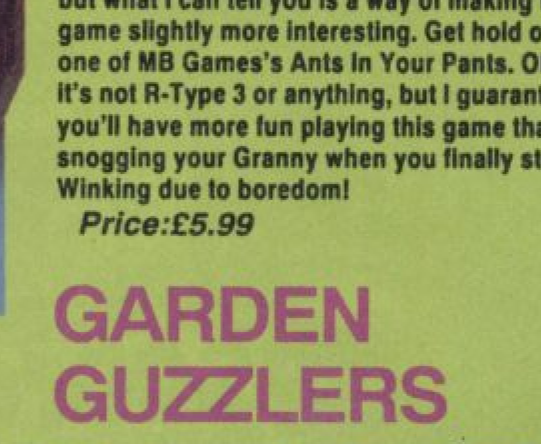


DON'T GET BUGGED

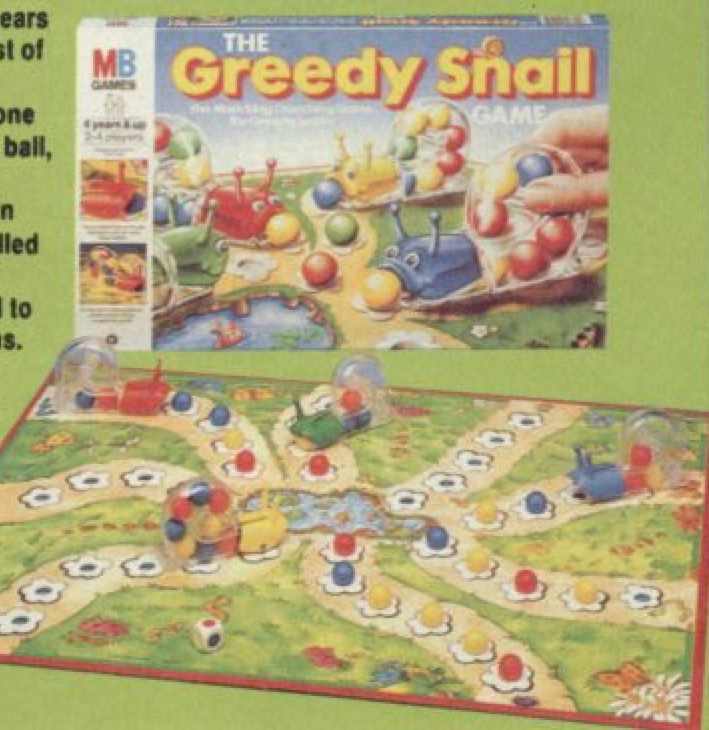
Anyone who's been round to their Granny's house or their Aunt and Uncles, Cousins etc. etc. to visit must have been forced at gum point to do their quota of Tiddly Winking! There's no need for me to tell you how unappealing the prospect of hours of Winking is, but what I can tell you is a way of making the game slightly more interesting. Get hold of one of MB Games's Ants In Your Pants. OK it's not R-Type 3 or anything, but I guarantee you'll have more fun playing this game than snogging your Granny when you finally stop Winking due to boredom!

Price:£5.99

GARDEN GUZZLERS



When Pacman first came out it swept the nation, rather like Space Invaders did years before it. And although we've seen most of the earlier games transferred onto the Speccy I can't recall having ever seen one involving the little spot guzzling tennis ball, though there have been a few clones around. However, there is a substitute in the form of an amusing board game called The Greedy Snail. The task is simple enough. Place your balls along the trail to the lily pond and shake the dice in turns. Whenever your colour comes up you may pick up your snail and guzzle one place closer to the ultimate goal. Only meant for the very young so keep an eye on the little blighters to make sure that it's only the snails who do the guzzling.

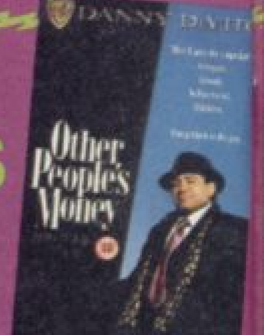


Price:£8.99

videos

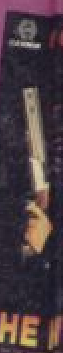
The SU Clapperboard gives you the Checkout rating for each video that we reiview each month.

OTHER PEOPLE'S MONEY



Danny DeVito plays Lawrence Garfield, a man with no morals, who's known to all as Larry the Liquidator. The greatest loves in his life are his computer, named Carmen, doughnuts and money - not just his money but everyone else's as well. And he'll do just about anything his arrogant, greedy, self-centered and ruthless body is able to do to get it. Lawrence earns a living by purchasing companies that have fallen on hard times, breaking them up and selling them off to the highest bidder. However, his next demolition project, a small New England

THE HITMAN



Chuck Norris has made some very dodgy films in the past and at first glance I thought this one wasn't going to be any exception. Playing the role of tough New York Cop (yawn) Cliff Garret, Norris finds himself set up whilst on a stakeout by a crooked partner, blasted through a window and left for dead. Rescued by the Drug Enforcement Agency, he is given a new identity, that of vicious underworld hitman Danny Grogen, and sent to infiltrate the Mafia. With more and more

SWORD AND SORCERER



The Sword and Sorcerer is a fantasy-adventure that depicts bygone days when the powers of darkness could, supposedly, be summoned by evil-doers and magical swords were forged by the forces of good.

Filmed in the same style, and being of the same genre as the all time classic fantasy films Conan The Barbarian, Clash Of The Titans and Excalibur. The movie takes you back to the dark ages where a vicious usurper invokes a 1000 year old sleeping sorcerer entombed in an island at the edge of the world, to



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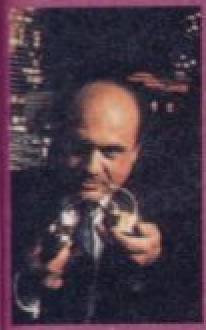
1

1 - It's a stinker! Don't buy / hire under any circumstances

5 - A work of sheer brilliance. A must have for any vid kid!

company run by Andrew Jorgeson, played by Gregory Peck, has a secret weapon in the form of a sharp female lawyer called Kate Sullivan. DeVito is immediately bowled over by her looks and by her hardened attitude that reminds him of himself. The film soon turns out to be a battle of wits as the two lock legal antlers and utilize their various seduction techniques.

DeVito is as enthralling as ever and you can feel how manipulative he is as his presence envelopes almost every boardroom



scene. The laughs don't come as often as you'd like, but any film with the small guy in is worth seeing, if only to reinstate your faith in the American dream, where anyone can become a star. It's nice to see Mr Peck wheeled out of his pine box for another film role too.

3

Price:£11.99



people coming onto the scene and wars breaking out between Italian, American and Iranian(?) gangsters the violence nearly gets to be a little too much. However, for a change Norris holds the film above water and turns it around to produce quite an exiting, if violent, thriller. With more double crosses than a game of Tic-Tac Toe, The Hitman will appeal to Chuck's battle hardened fans and also, perhaps, a wider audience.

4

Price:£10.99



vanquish valiant kings and heroic armies. The decrepit and aged sorcerer, once roused, can not be subdued and becomes yet another source of destruction in the ancient world. I was a complete sucker for this type of film when I was younger, and I still like them now. There



can't be a fantasy film on a video shelf anywhere that I haven't seen and this is no exception. Don't expect to see quality acting or much of a plot, just plug it in, sit back and allow yourself to be whisked away to an alternative world that quite frankly has more to offer at times than this one!

4

Price:£10.99



TWEEZER TEASER

This one's guaranteed to test your dexterity as well as your patience. Bed Bugs is a crazy race against time for up to four players. Each of the flea exterminators takes possession of a pair of giant tweezers and tries to pick up their corresponding bugs as quickly as possible. However' all is not what it seems as the insect ridden bed vibrates and flips making the little mites go crazy. Looks easy, but the crew had it sussed. The only trouble was we couldn't tell the difference between the plastic bugs and the ones Garth left behind to feed his tarantula! I can still feel the itch!

Price:£9.99

WHAT'S THE MEANING OF LIFE?



Now you can find out for yourself with one of the oldest, yet most popular games of the decade, Game Of Life. Tread your path around the board and travel from infancy, through puberty to adulthood and all the splendors it brings. Answer questions like 'why do an odd number of socks always come out of the washing machine' and 'why does Yvette always come into work dripping wet, carrying an ironing board and electric fan', but most of all 'why does Alan look like a creature from 'V' some mornings and Robert Redford when he goes home at night!' Play the game folks, it holds a lot of answers. (But then again some things were never destined to be answered).

Price:£20.99

QUEST FOR JOY



If you enjoyed Gremlins Speccy version of Heroquest, and who didn't? (Well the woman who phoned up the office because she'd bought the disk and couldn't get it to run on her son's ZX81 for one!) You will almost certainly flip over this board game. It has sold by the thousand in this country which isn't surprising as it has beautifully presented features including miniature figures, fireplaces, chests and doors etc. with which to furnish the board, plus ornately decorated cards and easy to understand rules make it a joy to look as well as heaps of atmospheric fun to play.

There are two versions, basic and advanced plus extra figures, missions, buildings, characters etc. In fact there's much more available here than there ever will be in the computer game. Well worth it especially if you've got a lot of mates who keep pestering you to have a go on your Speccy version.

Price:£24.99

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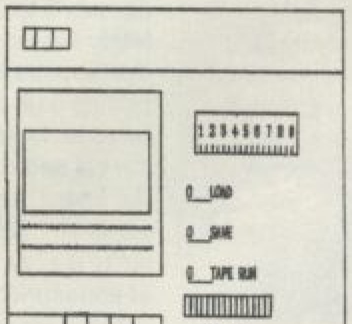
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